



MARVEL SUPER HEROES™

The X-Potential

by Mark Acres



MARVEL SUPER HEROES™

Official Game Adventure

THE X-POTENTIAL

by Mark Acres

Contents

Introduction	2	The Mutant Affairs Committee	25
The Nightmare World of the Future	3	The Mutant Resettlement Center	27
Special Rules	9	The Army Base	28
Villains, NPCs, and Equipment	10	McGrafton Industries, Inc.	29
Running the Adventure	19	The McGrafton Committee Hearings	31
The Rally	22		

Written by Mark Acres

Cover by Mike Machlan and John Statema

Typography by Betty Elmore and Kim Lindau



TSR, Inc.
P.O. Box 756
Lake Geneva, WI 53147

This book is protected under the copyright laws of the United States of America. Any reproduction or other unauthorized use of the material or artwork contained herein is prohibited without the express written consent of TSR, Inc. and Marvel Entertainment Group. Distributed to the book trade in the United States by Random House, Inc. and in Canada by Random House of Canada, Ltd. Distributed to the toy and hobby trade by regional distributors. The names of characters used herein are fictitious and do not refer to any persons living or dead. Any descriptions including similarities to persons living or dead are merely coincidental. All Marvel characters and the distinctive likenesses thereof are trademarks of the Marvel Entertainment Group, Inc. and are used with permission. MARVEL SUPER HEROES, MARVEL SUPER VILLAINS, ALISON BLAIRE, ROBERT KELLY, SECOND BROTHERHOOD OF EVIL MUTANTS, PROJECT WIDEAWAKE, SENTINEL, MARK IV, MARK V, MARK VI, ALPHA SENTINEL, OMEGA SENTINEL, S.H.I.E.L.D., X-FACTOR, NICK FURY, SHAW INDUSTRIES, SWAT:AM, JOSEPH MCGRAFTON, NASI, IRON MAN, VINCENT SCARLESI, LAURA LEE MASTERS, THE LORELEI, DR. YAGAMI FUCHIDO, DR. PAOLO HERNANDEZ, WILLIAM SHIVER, JAY ATKINSON, GENERAL WILLIAM B. BRADDOCK and the distinctive likenesses thereof are trademarks of the Marvel Entertainment Group, Inc. ©1987 Marvel Entertainment Group, Inc. All Rights Reserved. The TSR logo and PRODUCTS OF YOUR IMAGINATION are trademarks owned by TSR, Inc. Game design copyright ©1987 TSR, Inc. All Rights Reserved. Printed in the U.S.A.

INTRODUCTION

"One Hundred Thousand to Attend Mutant Execution," one headline screams. "Senator Hints at Link Between Mutant, Commie Plots!" shouts another. In the streets, white-shirted men wearing the distinctive armband of the Knights of Genetic Purity (KGP) march in lockstep, treading underfoot any suspected of being soft on mutants. In the public schools, kindergarten children raise their little arms in the clenched fist salute of the National American Social Improvement Party and chant the party slogan, "One People, One Blood, One Nation!"

Is this but a super hero's nightmare? No. This is America, home town U.S.A., 25 to 50 years in the future. In this America, constitutional government is all but gone. Real power is held by the sentinels, a group of powerful robots programmed to seek out and capture or destroy all human mutants and all beings with any hint of super powers. Sharing power with the sentinels are

a handful of political demagogues who keep the population whipped into a constant frenzy about the mutant menace. Any super heroes who survive in this hostile environment do so by constantly facing the full military, political, and technological might of a new totalitarian state in the making.

The X-Potential is the second in a series of MARVEL SUPER HEROES™ game adventures set in this nightmare world of the future. The adventure can be played as a complete adventure in its own right, or as part of the ongoing MX series.

This adventure is not intended for any particular group of heroes. In fact, most the heroes active in the 1980's have already been captured or killed by the mutant hunters, although a few may remain, aged 25 to 50 years past their prime, struggling against desperate odds for the traditional ideals of liberty, equality, and justice. For this reason, players are encouraged to create

their own heroes for use in this adventure. Players who have played MX 1, *Nightmares of Futures Past*, may subject their surviving characters to new trials in this adventure.

The X-Potential does not present a detailed set of encounters or a definite plot for the players. Instead, the adventure provides the setting of the future world, describes the plans of one of the future's major villains, and then thrusts the player characters into this desperate situation. Where they go from there is up to them and the Judge, in the best tradition of free-form role playing.

Running this adventure may require a bit more improvisation than usual on the part of the Judge; it will certainly require the Judge's best efforts at role playing the many NPCs who will be encountered. The Judge is strongly advised to be thoroughly familiar with this entire booklet before running this adventure.



THE NIGHTMARE WORLD OF THE FUTURE

This section briefly recaps information provided in greater detail in *MX1: Nightmares of Futures Past*. Judges who have read or run *MX1* may skip this section.

The nightmare world of the future began in the 1980s when Alison Blaire planned to release a film starring a mutant. Until the pre-release publicity for this movie, the bulk of the American public assumed that east and west coast media stories about costumed crusaders and super heroes were just so much hype. The planned film suddenly made believers out of a previously skeptical public. And hysterical believers they were: public outcry against the "clear and present danger" of mutant infiltration into mainstream human society was so great the film's release was cancelled.

The Kelly Assassination

The public furor died down shortly after cancellation of the Blaire film. But a small, vociferous minority continued to cry "Wolf," maintaining a vigorous anti-mutant publicity campaign and encouraging ugly acts of violence against mutants and suspected mutants in the streets.

The Second Brotherhood of Evil Mutants decided to teach the public respect for the power of mutants, and to this end assassinated anti-mutant presidential candidate Senator Robert Kelly on Halloween, 1980. Confronted with the reality of mutants wielding unknown, perhaps inexplicable powers against legitimately constituted authority, the public panicked. In 1984 a rabid, reactionary anti-mutant became president, and a Mutant Affairs Control Act was pushed through Congress.

Project Wideawake

Though the Supreme Court quickly struck down the new law as a wholesale violation of constitutional rights, the political mood of the country supported the paranoia of the presi-

dent. Made bold by his anti-mutant mandate, the president authorized a massive, illegal, secret anti-mutant effort dubbed "Project Wideawake."

The goal of Project Wideawake was simple: the removal of the X Factor, the genetic trigger for mutations, from the national gene pool. To achieve this goal, mutants would have to be removed from the general population. Most could be confined, forbidden to reproduce, and put to worthwhile work. The few who possessed extraordinary powers would require extraordinary means to affect their confinement, or, failing that, their extermination.

The president's men quickly found that they needed their own special secret force to achieve their goals, especially after Nick Fury made it clear that S.H.I.E.L.D. would not cooperate with such a program.

The Coming of the Sentinels

Secretly, Project Wideawake's directors contracted with Shaw Industries for the manufacture of three new varieties of sentinel robots. The new sentinels were programmed with a broad-based directive to "protect humans against the menace of mutant domination of society." It didn't take the new variety of sentinels long to determine that the best way to carry out their programming was to eliminate human interference with their anti-mutant programming.

Within a few years the sentinels controlled the North American continent. After a series of fierce battles that devastated much of the eastern seaboard and most of California, what was left of the American government and military decided to go along with the sentinel's program. The Army was reduced to a fraction of its former size, a precaution the sentinels insisted upon. All mutants were required to register. All mutants were confined to prison camps, along with anyone else who resisted the sentinels' program. Those who

resisted too strenuously were killed.

At the time the adventure begins, human society in North America is divided into three groups:

1. Mutants (and all other super-powered individuals) who are required to register and be interned. Mutants have no rights under the law. They can own no property, have no standing in the courts, and cannot legally obtain food, shelter, medical attention, or other necessities outside of the internment camps.

2. Anomalous humans, those who might give birth to mutant offspring, are social outcasts, forbidden to reproduce, often living in poverty because the majority of the population shuns contact with them.

3. Normal humans, those who pose no mutant threat according to sentinel genetic testing. These try to lead normal lives in the new society. Indeed, for many, little has changed except the necessity to produce the officially required identity card in order to travel, make necessary purchases, or engage in any other normal activity.

Mutant Life

The few surviving mutants in North America continue to fight back as best they can. Most are ill-equipped for this fight, as most mutants have no super powers, only some minor deviation from the human genetic norm. Life in the mutant underground tends to be nasty, brutish, and short.

Sentinels routinely patrol the entire country, seeking out mutants with their powerful uni-spectrum organic analyzers. The sentinels are backed up by local police forces and special local S.W.A.T.:A.M. (Special Weapons and Tactics: Anti-Mutant) teams. Mutants are captured or, if necessary, killed upon detection.

Still, the mutant underground survives. Small bands of mutants who constantly shift the location of their secret bases, continue to gather resources, manufacture fake identity

cards, produce devices to foil the sentinels' detection equipment, and occasionally strike back, destroying sentinel installations. Each band, or cell, tries to maintain contact with two other similar groups, although contact is carefully regulated for security reasons.

Judges and players who have played *MX1: Nightmare of Futures Past* are already familiar with life (and perhaps death) in the mutant underground. The Judge may tell players without such experience to imagine being a member of the French Resistance in World War II, and then imagine that high-tech Nazi robots can instantly spot and detect any member of the resistance, sometimes from miles away.

The McGrafton Plot

No one in 1980 would have thought that the 15-year-old, gangly, awkward, acne-bedeveled Joseph McGrafton would rise to national prominence, much less become one of the most powerful characters in a very sorry chapter of American political history. Outwardly, McGrafton was a painfully shy, socially immature, introverted youth who shunned companions. His private personality was no improvement. Those who tried to become friends with the recluse were soon put off by his loud-mouthed bragging and penchant for cruelty, both verbal and physical.

The young McGrafton possessed no compensatory skills: he was certainly no athlete, he was a poor student who seldom studied and made barely passing marks, and his parents lamented that his sole interest was watching science fiction films and programs on television in the isolation of his room.

What those around him did not know was that young McGrafton, while just as lazy, vicious, and full of himself as he seemed, was also an incredibly powerful and cunning mutant, coming of age in an era

when being a mutant had ceased being merely undesirable, had, in fact, become deadly dangerous.

McGrafton first noticed his unusual powers in his early teen years, and quickly decided three things:

1. His powers set him apart from the rest of mankind. He was different, powerful, superior to the average human. Clearly, the laws and rules of decent conduct to which most of the common herd paid lip service, if not obedience, did not apply to him.

2. Revealing his powers would be foolish. There was prejudice against mutants, and it was growing worse. Better to use them secretly, hiding them from his fellows.

3. Obviously, there were other mutants like himself, but probably only a handful with similar or equal powers. These were potential rivals; they should be tracked down and eliminated.

The hours spent in the isolation of his room were not wasted hours for young Joseph. While his parents thought he was watching worthless science fiction films, he was, in fact, perfecting his powers, studying science, and learning the means to both detect the powers of other mutants and conceal his own. In this quest, he succeeded only too well.

Consequently, young McGrafton was not alarmed when the anti-mutant program of the sentinels was revealed in the mid-1980s. In fact, he was delighted. Why track down other mutants and attempt to destroy them when the human herd and their robotic servants turned masters would do it for you? McGrafton became an ardent supporter of the pro-sentinel side in the civil warfare that wracked America.

It was in these final formative years, too, that McGrafton changed from a socially awkward recluse to a skilled demagogue. In his college years McGrafton won several oratorical prizes, became a skilled debater, harangued his classmates into elect-

ing him to class office. Outside school, he organized gangs of young toughs to go "mutant bashing" in the evenings.

Even at this early stage, McGrafton noticed a key fact which became a cornerstone of his later political strategy: those who were most frightened of mutants were those who were already suffering from economic or social instability. The middle class certainly frowned on mutants and condoned many of the excesses of the programs against them. But the real political base of the anti-mutant movement came from the hard-squeezed lower middle class and the hard-core poor of the inner cities. The people who felt most threatened were, in fact, those with the least to lose.

The Grand Design

Academic study held little interest for McGrafton. Although he dropped in and out of college for several years, and managed to achieve an admirable record, he never graduated; disciplined study was not his strong point. Instead, he used his contact with the university to keep abreast of the latest scientific developments in mutant detection and concealment. Other than that, his main interest in academic life was political and sociological observation.

Leaving school in his early 20's, McGrafton drifted, barely supporting himself by writing anti-mutant articles for a variety of radical political journals and organizing anti-mutant vigilante committees in towns and cities across the country. He soon saw that the ardent anti-mutant forces in the population were not strongly organized, despite the victory of the sentinels in the civil strife. The most vociferous anti-mutants were divided in dozens of splinter groups, many tied to particular religious or political organizations who had more to their program than mere mutant bashing. In this lack of a central organization

dedicated to the extermination of the mutant menace McGrafton saw both his destiny and his opportunity to achieve it.

By now McGrafton was 26 years old, the sentinels were in firm control, and aside from the violence and intrigue caused by sentinel activities, life in the United States had stabilized again. The federal government still existed, and while its military power was firmly in the grip of the sentinels, the government still exercised most of its other wide-ranging powers. In fact, the United States government was the only organization that could ever hope to overcome the sentinels, if it were so inclined.

McGrafton formed his master plan: he would build a new political party and use it to seize control of the United States. His base would be those still agitated by the mutant menace. These, however, would not be enough. McGrafton was one of the few people clever enough to see that sentinel domination of the U.S. would eventually have negative repercussions, lowering the status of the United States as a world power and inflicting tremendous damage on the U.S. economy.

To his hard-core base of anti-mutant fanatics, McGrafton would add the increasing number of middle-class people disenchanted with or economically displaced by the sentinel program. In the end, he would rise to absolute power by popular acclaim, seeming to be a friend to both the sentinels and those most damaged by their activities. Then, once the sentinels had rooted out the mutants, he would use the full power of the government to either reprogram or crush the sentinels, reveal his own super powers, and establish absolute rule over the wealthiest and most powerful nation on earth.

Organizing the NASI Party

McGrafton began at once, using his oratorical skills to take control of a small anti-mutant gang of street toughs in _____, _____. (Judge: insert the name of your own home town and home state.) To this humble group of disreputables he gave a high-sounding name: the National American Social Improvement Party. He gave his gang a uniform: white shirts (a symbol of the unattainable middle class professional status), a distinctive armband (symbol of unity and identity), gray pants, gleaming black boots (always appealing to the insecure who revel in implied or actual violence).

But McGrafton knew it would take more than pretty speeches and uniforms to turn this rabble into a formidable political power. It would take money. He set about getting it.

First, he coordinated the mutant-hunting activities of his whiteshirts with the local sentinel commands. Whiteshirts started bagging more mutants, the sentinels, who scared everyone, were seen less on the city streets. Merchants liked this. They also liked the savings affected in the cost of maintaining the local sentinel command in their area, a cost shared by the local and federal governments. The middle class began to take notice of this man who could deal with the sentinels in a rational way, save tax dollars, and still keep the mutants underfoot. Donations began coming in.

McGrafton expanded his activities rapidly, organizing whiteshirt battalions in every major city in the state, then branching out into other states. More money rolled in. A few respectable people became interested in McGrafton and his NASI party. To keep these respectable people from being tainted by association with his whiteshirts, he turned the whiteshirts into a separate, para-military arm of the party, named the Knights of Genetic Purity (KGP).

NASI party funds were invested in

small businesses owned by respectable NASI party members. Anti-NASIs quickly found that NASI demonstrations seemed more frequent in front of their stores; a few overzealous whiteshirts would occasionally lob a brick through their store windows while pursuing a fleeing mutant; sometimes an occasional grenade would get tossed the wrong way. Small businessmen began joining the NASI party in droves, more out of economic self-protection than conviction. More money poured in.

By the early 1990s, the NASI Party had elected dozens of local municipal officials—city councilmen, mayors, judges. The fingers of the party reached into the state legislatures. In 1995, McGrafton became the first NASI elected to the U.S. House of Representatives. Two years later he was in the United States Senate, the acknowledged leader of a small but powerful group of NASI senators.

As The World Turned

By now, the middle class saw the NASI party as the lesser of two evils. The sentinels were impossible to deal with—unless you were a NASI. The NASI party was repugnant in some ways, but it was better than the sentinels, and it seemed able to keep the sentinels in some sort of control—rarely did NASI neighborhoods or businesses suffer the violent effects of a sentinel mutant hunt.

The sentinels saw the NASI party as a powerful ally in their anti-mutant program. The NASIs provided much additional manpower at no cost. They bore the brunt of social criticism when violent events occasionally got out of hand. They served as a political buffer between the sentinels and the human population.

Still, most middle class people were not ardent NASIs. Many were party members, many contributed funds, but many secretly voted for more traditional moderate candidates. Then, early in the 21st century, the events foreseen by McGrafton

began to aid his cause.

The civil war in the 1980s had destroyed much of the American east coast and California. The bulk of America's economy was suddenly concentrated in its out-of-date mid-western manufacturing plants and its high-tech industries in the western states. American manufacturing was already crippled in the international market—Japan and Germany, with their much newer industrial plants and greater efficiency, had taken much of America's world market for manufactured goods. The same held true for high-tech products. Constant devaluations of the dollar to make American goods more competitive in foreign markets only increased inflation and stifled investment at home. Americans began losing jobs.

A massive national economic effort might have been possible except for one thing: the incredibly high cost of the sentinel program. Sentinels were expensive to build, and they required constant maintenance, rearming, and upgrading. Given their raw physical power, the government could not withhold funds from them even if the political will had been there to do so. Consequently, money that should have gone to rebuild the east and west coast industrial bases were channeled into the sentinels, who produced nothing. The American economy began to contract.

Foreign investors quickly saw what was happening. Foreign money began to pour into Wall Street as Japanese and Arab investors grabbed up faltering American corporations for fractions of their real worth. Turning a quick dollar, yen, or shekel, these wily investors stripped the American companies of their value then dumped the worthless shells. The result in America was more unemployment, higher inflation, and higher taxes to provide some minimal services to the increasing ranks of those who could not afford basic survival.

Meanwhile, the Soviet Union

looked on in disbelief as its great antagonist embarked on this program of racist national suicide. For years the Soviets bided their time, fearful that at any moment America might come to her senses. But by the 21st Century, the fruits of America's disintegration were clearly ripe for the picking. The European NATO nations fell away from the NATO alliance, repelled by the racism of American domestic policy and completely terrified of sentinel influence on American military policy. Without America to count on, they turned friendly eyes toward the powerful Soviets.

Finally, the Soviets struck. First, they rapidly expanded the program of Communist takeovers in Central America. The sentinel-crippled American military could not respond. Emboldened by this result, the Soviets moved on Iran, seizing the Iranian oil fields. Iraq quickly became a willing Soviet ally. Soon, the red columns were racing across Asia minor, and a People's Republic was established in Constantinople. Meanwhile, a Russian-backed Syria began a campaign of extermination against isolated Israel.

The remaining Arab oil states, terrified of Soviet intentions in the Middle East, quickly adopted strong anti-American policies, hoping thereby to placate the Soviet bear. America's oil supplies were cut to a trickle. More factories closed; the costly conversion to nuclear power was no longer a viable option.

Political Ascendancy

In response to these events, the NASI party formulated its infamous three-point program, summarized in the slogan, "One People, One Blood, One Nation!" As a bitter anti-NASI of the times put it, the NASI program might better be rephrased, "Wave the Flag, Point the Finger, Start a War." Disgusting as it was, McGrafton's three-point formula carried him and his party to the pinnacle

of political success.

The American people were one people, McGrafton told his followers. Whites, blacks, Mexican-Americans, native Americans, the new Canadian Americans, all were one people, forged into unity by the fires of history. This one great people were the inheritors and standard bearers of Western civilization, the greatest intellectual, social and political achievement in the history of the world. Clearly, then, this group was superior to all others—all those who had failed to achieve a like measure of greatness on the proving ground of history. And, just as clearly, it was the destiny of this great group to bring all others into unity with itself. In other words, all the peoples of the world must eventually be tossed into the American melting pot, until the "One People" were the only people.

Unfortunately, at the present time, there were other people sharing the planet—representatives of the long, bitter history of Asiatic repression and poverty. These other people, the ones who couldn't be assimilated into the great melting pot, were the Communists.

With skillful cunning, McGrafton reawakened the second great historical fear of the Americans, the Communist bogeyman, straight from the 1950s. His "One People" slogan came to stand for violent, rabid anti-Communism. For who was it, he asked, except the Communists, who were trying to drive America to her knees, to reduce her to the status of a third-rate power? Who was it, except the Communists, epitomized by the rulers of the Soviet Union, who had embarked upon a crusade of world subjugation? Even now, McGrafton cried, they held a stranglehold on the Middle East, had overrun Iran and Turkey, and had their massive Asiatic horde armies poised on the frontiers of western Europe.

And how, the NASI line continued, had this sorry state of affairs come about? How had America, once the

shining beacon of freedom and free enterprise throughout the world, been so weakened that Communist aggression could succeed? Who was responsible for this sorry state of affairs? The mutants, that's who.

"One Blood" was the great anti-mutant rallying cry. It was the mutants who had weakened the "blood," the "genetic will to power" of the "One People," thereby allowing other people to gain a temporary ascendancy in world affairs. When the purity of the "One Blood" was truly reestablished, America would rise again to dominate the world. Then, with the skill of the master demagogue, McGrafton went on to demonstrate that Communism was, in fact, a mutant plot.

Wasn't Communism itself a mutation of the natural human social order, McGrafton argued, a perverted theory that allowed the weak and unproductive to thrive at the expense of the strong and productive? Hadn't the downfall of the Russian Czar and the first Communist revolution been engineered by the evil monk Rasputin, himself clearly possessed of extraordinary mutant powers? Could it be mere chance, McGrafton and the NASIs asked, that as the mutant population of western Europe increased dramatically in recent years, the Communist parties in those countries showed greater and greater strength at the polls?

Clearly, then, the One People faced an international mutant-Communist conspiracy of global and historical proportions, a conspiracy that threatened both genetic purity and national existence. There could be only one response to this threat. As McGrafton put it, "This is a life-and-death struggle between two peoples, between two bloods, and there can be only one outcome. One or the other will be exterminated! The NASI party is dedicated to the victory of our One People and the purification of our One Blood through the extermination and annihilation of

the mutant-Communist menace and the establishment world-wide of the One Great Nation!"

"One Nation" was the NASI rallying cry for wars of aggression against mutant-Communist countries and their "dupes, allies and cowardly human co-conspirators, the products of de-evolution and genetic putrescence." By promising to extend their anti-mutant program to conquered areas, McGrafton won sentinel support for the rapid build-up of the American military. The build-up was aided by massive unemployment: youths without jobs were more than willing to don the uniform of the nation and the party to fight for their own economic futures.

In the end, McGrafton promised, the NASIs would lead a purified America to world-wide hegemony. The One Great Nation would rule in peace over a mutant-free globe, and the backward peoples of the globe would be gradually absorbed into the American melting pot as they gained the "priceless benefits and privileges of American liberty."

Mutant Resettlement

To assist the sentinels and the government in "providing a humane solution to the mutant problem" the NASI Party established its own Mutant Resettlement Program. Under this program, all registered mutants may apply to a local Mutant Affairs Committee for resettlement outside North America.

Many observers felt this was a genuine and humane step forward on the part of the NASIs. It demonstrated, they said, the fact that rhetoric about annihilation was just rhetoric. The Mutant Affairs Committees consist entirely of mutants who screen the applications for resettlement. Resettlement is accomplished entirely at the expense of the NASI party. Priority for resettlement seems to be given to women, children, the aged and infirm—those most needing humane care and least able to

survive the rigors of the detention camps.

The U.S. government itself has no connection with the resettlement program. Once mutants are registered, the government's involvement is limited to supporting the sentinels, who are supposed to deal with the mutants on their own—as they would, in fact, do anyway. The sentinels, for reasons unknown to the government and the public, quickly voiced their approval of this NASI program.

McGrafton obtained sentinel approval for his resettlement program because it is, in fact, an extermination program. Most mutants selected for resettlement are those unable to do productive work for the short time most survive in the detention camps. They are sent to resettlement centers, which are, in reality, high-tech extermination camps whose only product is death.

McGrafton's influence with the sentinels is so great that he was able to convince the most powerful of the sentinels, Nimrod, that extermination of mutant populations was the only final solution to the mutant problem. Both the NASI officials involved, the specially selected whiteshirt guards assigned to the death camps, and the sentinels keep the real nature of the "resettlement program" a closely guarded secret.

McGrafton takes genuine pleasure in his use of selected mutants on the Mutant Affairs Committees to choose the death camp victims. Most mutants on the committees are unaware of the real nature of their work, and the mutants being processed are much easier to deal with; they think they are relatively safe since they are in the hands of fellow mutants.

McGrafton Industries

Meanwhile, McGrafton has continued his secret research into mutant detection and mutant genetics. NASI party funds have enabled him to build a huge laboratory and manufacturing complex, McGrafton Industries, Inc. Publicly, this facility is dedicated to developing new technologies for mutant detection. Secretly, it is carrying on research into the nature of the X Factor, the genetic something that makes possible human mutations, especially mutant super powers.

A second secret lab at McGrafton Industries is dedicated to research on the sentinel robots. McGrafton knows that for his ultimate scheme to succeed, he must reprogram or destroy the sentinels. His researchers have just developed a new reprogramming technique that he believes will give him control of Nimrod and through Nimrod of the entire sentinel robot force in North America.

The Current Situation

In the presidential elections two years ago, McGrafton won 35% of the popular vote, not enough to gain the office but enough to force the incoming administration to appoint several NASI cabinet members. The NASI party controls a bare majority in the House of Representatives and 32 seats in the United States Senate. If McGrafton is patient, the presidency will probably fall into his hands two years hence through the normal political process.

The U.S. military is rebuilding rapidly. It has plenty of raw manpower available, but is still lacking in funds, high-grade training, high-tech weapons, and heavy weapons. At present the Army can field an effectively trained and armed fighting force of about 150,000 in its top line divisions. The vast majority of military leaders are supporters of McGrafton, if not NASI party members. Many secretly despise McGrafton, but support him for the sake of improving

the Army.

But for various reasons, some unknown, McGrafton feels he must seize power quickly. He has no fear of the international repercussions of such a move. He knows that even the rebuilding U.S. military cannot currently pose a real threat to the Soviets, so the Soviets should not respond to an untimely change of administration in what's left of Washington. If the Soviets do panic and launch, so much the better. McGrafton believes there are still enough powerful mutants at large to prevent the wholesale destruction of the country, and his rhetoric about the Commie menace will be proven correct.

In order to take power, McGrafton must scare the country one more time. The panic must be total enough to stampede the Senate into suspending the Constitution and backing McGrafton in a grab for power. The military and the sentinels are already willing to back him, but without Congressional sanction, McGrafton fears he would waste his first year or two in office fighting another civil war. In order to scare the country into quick submission, he has concocted the plot the PCs will face in this adventure.

The McGrafton Plot

McGrafton is bringing his Senate Select Committee on Mutant-Communist Subversion to _____, the original home of the NASI party, for three days of hearings on mutant and Communist activities. The hearings will be carefully stage managed and televised nationwide. During the three days, McGrafton intends to discover irrefutable "evidence" that the mutant-Communist conspiracy has completely infiltrated the current government of the United States, creating a genuine emergency situation. This, he hopes, will scare the public into demanding immediate action.

A final, pre-coup planning session will be held the evening after the third day of hearings. The meeting will take place at McGrafton Industries, not far from the town where the hearings are held. At this meeting, Nimrod will be reprogrammed to McGrafton's specifications.

McGrafton will then return to Washington, D.C. where he will be joined by selected Army troops and an army of his own whiteshirts. These will seize the main centers of government operations, arrest the President of the United States, and confine the Congress. Congress will be forced to suspend the Constitution and recognize an emergency government of the United States with McGrafton at its head.

SPECIAL RULES

Things are different in the 21st Century. To accommodate these differences, some special rules and rules variations are needed.

Karma

Karma operates in the future the same way it does now. However, it is earned and lost differently in several cases. The reason for this is found in the nature of the mutants' struggle. They are often forced to commit crimes in order to survive, yet they must try to protect people against harm—even to the extent of protecting normal humans against mutants.

Unheroic Acts

Mutants must often steal food, forge documents, and destroy property to survive. All of these things only serve to turn public opinion even more against mutants, so characters lose Karma for them. However, they only lose the listed amount of Karma for each crime.

Personal Karma

Characters never lose Karma points for failing to keep up with their personal commitments. The only personal commitment that needs to be considered is the character's commitment to members of his family. If a character manages to visit his family, the normal Karma award is doubled (to +10 Karma points). However, if this visit endangers his family at all, the character loses 20 Karma points. The best thing most characters can do for their families is to stay away.

Charity also works differently in the future. No charitable foundation wants a mutant to show up at its benefit dinner. However, a donation of food, medicine, clothing, or other necessities to anomalous humans or powerless mutants in hiding earns Karma points equal to the donation's Resource rank.

Negative Popularity FEAT Rolls

Characters do not lose Karma for

negative Popularity FEAT rolls unless the result is red. (There's nothing mutants can do about their negative Popularity, but scaring the wits out of people only plays into the hands of the NASIs.)

Resources

Resources are used quite differently by mutants in the future. It is impossible for a mutant to hold a job for more than a week or two, and all assets and bank accounts held by unregistered people were frozen when the sentinels took over. Resources, therefore, don't represent income; they represent cash or valuable items the character managed to collect.

When a character is created, determine his Resources rank normally. Then have the player make a Resources FEAT roll immediately. Adjust his Resources rank according to the result:

White	No change
Green	Minus one rank
Yellow	Minus two ranks
Red	Minus three ranks

Note that characters with high Resources ranks have more to lose and are more likely to lose it.

Every time a character uses his Resources, the player must make two Resources FEAT rolls. The first is a normal FEAT roll to determine whether the character has sufficient Resources to do what he wants. The second FEAT roll determines how much of the character's stash of valuables had to be given away to make the purchase. (The second FEAT roll is not necessary if the first roll failed.) A white result causes the character's Resources to be reduced by one rank, permanently. When a character's Resources reach Shift 0, he is broke.

The only way to increase a character's Resources rank is to accumulate new valuables. The Resource values of many items are listed in the Player's Book of the MARVEL

SUPER HEROES™ Advanced Set. If a character acquires an item that has a Resources value higher than his current Resources rank, his Resources rank increases by one. However, the character no longer has the use of any item that he uses to increase his Resources rank. The character could keep the item and use it until he needs to make a Resources FEAT roll and then trade it for increased Resources.

Popularity

All super heroes of the future, regardless of where their powers come from, have negative Popularity. When creating characters, use the following modifiers instead of those listed in the Player's Book:

- * Initial Popularity is -10.
- * Reduce Popularity by 10 if the character is a mutant.
- * Reduce Popularity by 5 if the hero is strange in appearance (Judge's discretion).

A character's Popularity can be considered positive when dealing with other mutants, super characters, and sympathetic humans or anomalous humans. A character's Popularity can be considered positive if the character is passing for a normal human when the Popularity FEAT is rolled.

Contacts

In the 21st Century, contacts must be people who are very close to the character. No one is going to risk his life for someone he barely knows. Also, contacts must be humans or anomalous humans; they cannot be mutants or super characters.

A contact who helps a character is putting his freedom on the line. The character is the cause of this danger; he must accept responsibility for his contact's safety. If anything happens to the contact, the character loses Karma as if he allowed it to happen, even if there was nothing he could have done.

VILLAINS, NPCS, AND EQUIPMENT

This section details the villains and NPCs the PCs are most likely to meet in this adventure. Not all NPCs that may be needed are included: because of the free-form nature of the scenario, the Judge must be prepared to improvise NPCs as the occasion demands. Also included are descriptions of equipment frequently used by the mutant underground.

Villains

Senator Joseph McGrafton

F	TY (5)	Health: 57
A	GD (8)	
S	GD (8)	Karma: 128
E	IN (36)	
R	AM (46)	Resources: MN (75)
I	IN (36)	
P	AM (46)	Popularity: 85

Known Powers:

McGrafton's powers are known only to himself, the Judge, and other characters who may become aware of them during play. They are unknown to the PCs, the sentinels, and everyone else at the start of play.

Mutant Detection: McGrafton possesses the normal Mutant Detection power at Amazing rank.

Emotion Control: McGrafton's Emotion Control power is unique, in that it can affect anyone who both sees and hears McGrafton speaking. Typically, he uses this power to fire up crowds at political rallies and television audiences. When McGrafton uses this power on a large group, the Judge need roll only one Intuition FEAT for the entire crowd; treat normal humans as having Typical Intuition. PCs and others with super powers may be allowed to make their own Intuition FEAT to resist the effects of the power. The specific emotions McGrafton can control and manipulate are Fear, Hatred, and Loyalty. McGrafton has this power at Monstrous rank.

Nullifying Power: McGrafton possesses Nullifying Power at Remarkable rank.

Mask Ring: McGrafton possesses a mask ring, which he wears at all times. This ring masks his mutant nature from all forms of organic scanners and all mutant detection powers. The mask has a range of Feeble but a density of Class 5000. It masks only McGrafton, but has never failed him, even in the presence of Nimrod.

Talents: McGrafton possesses the Scientific Skills Biology, Genetics, Computers, and Electronics.

Contacts: As a national political leader, McGrafton has almost countless political contacts. He can call for favors as needed from any agency of the U.S. government and the sentinels. He has absolute control over the NASI Party and the KGP (no Popularity FEAT required under normal circumstances: his orders are automatically obeyed). McGrafton is always accompanied by a Secret Service AM Team of 10 members.

Background: See "The McGrafton Plot" section in this adventure. McGrafton is Chairman of the U.S. Senate Select Committee on Mutant-Communist Subversion, ranking NASI member on the Senate Finance Committee, ranking NASI member on the Senate Foreign Relations Committee, and National Chairman of the National American Social Improvement Party.

The Sentinels

In the future, six types of sentinel robots operate in North America: the mark IV, mark V, mark VI, alpha, and omega sentinels, and Nimrod, the most powerful sentinel in existence and the only one of its type. The marks IV, V, and VI are obsolete, but still perform patrol duties in quiet areas and serve as headquarters functionaries. The alpha type is the basic combat sentinel and the type most commonly encountered.

Omega sentinels act in both a

combat and command capacity. Nimrod commands the entire sentinel program.

All sentinels share several characteristics. All are 20 feet tall, humanoid, and contain their sensory apparatus in their heads. Their brains, however, are in their chests. They are programmed to speak any needed language, and can communicate with each other silently over any range by radio. They walk with Good speed but cannot run or jump. They have slightly better sight and hearing than humans, touch equivalent to humans, and no sense of taste or smell. All are sealed against hostile environments, extreme pressure, and weather; they can travel into outer space or under the ocean with no modifications.

Learning Program: All sentinels are equipped with an adaptive learning program allowing them to learn from their mistakes. After three rounds of combat with any character (mutant or not) all sentinels gain a +1 column shift whenever they fight that character. This bonus is available to all sentinels everywhere—the information is instantly relayed across the sentinel communication network. The bonus applies even if the sentinel is destroyed in the third round of the fight. Further, any sentinels sent to find that character can have special equipment installed to counteract the character's powers.

Auto-Repair: All sentinels can repair themselves under the following conditions:

1. They must have at least 20 percent of their original Health points remaining.
2. They must have access to appropriate repair materials.
3. They must have sufficient time to make the repairs.

Repair materials are always available at any sentinel base. Away from a base, a sentinel can repair itself only to 75 percent of its original Health.

Repairs take 30 minutes per 10

Health points restored.

Mark IV Sentinel

F	EX (20)	Health = 165
A	EX (20)	
S	AM (50)	Karma = 0
E	MN (75)	
R	TY (6)	Resources = 0
I	TY (6)	
P	TY (6)	Popularity = 0

Known Powers:

Flight: Mark IV sentinels can fly nine areas per round using jets built into their boots.

Mutant Detection: Remarkable rank with Monstrous range. The sentinel is equipped with a uni-spectrum organic analyzer. This analyzer can detect all living things within one mile and determine whether each is animal, human, mutant, or none of the above.

Body Armor: Mark IVs have Remarkable body armor. The armor itself is Remarkable material.

Energy Beam: Mark IVs mount energy beams which fire through their eyes, causing Incredible damage. They can fire almost any type of energy beam: plasma, electrons, heat, light, X-ray, etc.

Gas Jets: Mark IVs have gas jets in their palms that can project various types of gases (knockout, tear, smoke, etc.) of Remarkable potency up to two areas away.

Catch-Web: Remarkable strength steel cables can be fired from the mark IV's wrists to entangle and restrain mutants. These cables have a range of two areas.

Search Lights: On their lowest possible setting, the mark IV's energy beams can be used as search lights.

Customization: Mark IVs are extremely flexible. Almost any type of weaponry or special equipment can be mounted on them, depending upon their specific mission. Details are left to the Judge.

Mark V Sentinel

F	EX (20)	Health = 190
A	EX (20)	
S	AM (50)	Karma = 0
E	UN (100)	
R	GD (10)	Resources = 0
I	TY (6)	
P	TY (6)	Popularity = 0

Known Powers:

Flight: As mark IV, but 10 areas per round.

Mutant Detection: Remarkable rank, Monstrous range, as mark IV.

Computer Link: Each sentinel of mark V or superior type is tied to a base computer containing detailed information on all known mutants.

This allows the sentinel to instantly identify any known mutant and analyze how best to handle it. Mark V sentinels maintain this link through FM radio.

Body Armor: Remarkable, as mark IV.

Energy Beam: As mark IV, but causes Amazing damage.

Gas Jets: As mark IV.

Cold Beams: Mark Vs can spray liquid nitrogen from their eyes to a range of two areas. Opponents hit by this beam must make an Endurance FEAT roll and check the Stun column. If stunned, the character is also encased in a sheath of ice (Good material strength).

Customization: As mark IV.

Mark VI Sentinel

F	RM (30)	Health = 250
A	EX (20)	
S	AM (50)	Karma = 0
E	Shift X (150)	
R	GD (10)	Resources = 0
I	GD (10)	
P	TY (6)	Popularity = 0

Known Powers:

Flight: As mark IV, but 10 areas per round.

Mutant Detection: Amazing rank, at Shift X range. Otherwise as mark IV (but range is two miles).

Computer Link: As mark V, maintained by FM radio.

Body Armor: Remarkable, as mark IV.

Energy Beams: As mark IV, but cause Amazing damage.

Gas Jets: As mark IV.

Customization: As mark IV.

Alpha Sentinel

F	AM (50)	Health = 290
A	IN (40)	
S	AM (50)	Karma = 0
E	Shift X (150)	
R	EX (20)	Resources = 0
I	GD (10)	
P	GD (10)	Popularity = 0

Known Powers:

Flight: 12 areas per round, as mark IV.

Mutant Detection: Unearthly rank, with Shift Z range. Otherwise as mark IV, (but range is 10 miles).

Computer Link: As mark V, maintained by tight-beam laser communication.

Body Armor: Incredible, made of Incredible strength material.

Energy Beams: Range of six areas, cause Amazing damage, can also fire pure concussive force. Otherwise, as mark IV.

Electrical Insulation: Alphas are insulated to provide Excellent resistance against any sort of electrical attack.

Darts: Each alpha sentinel carries 10 javelin-sized steel darts in its trunk.

These can be fired up to three areas, causing Excellent edged attack damage. They cannot penetrate any material stronger than Remarkable.

Customization: As Judge desires.

Omega Sentinel

F	AM (50)	Health = 290
A	IN (40)	
S	AM (50)	Karma = 0
E	Shift X (150)	
R	RM (30)	Resources = 0
U	EX (20)	
P	GD (10)	Popularity = 0

Known Powers:

Flight: 12 areas per round, as mark IV.

Mutant Detection: Unearthly power at Shift Z range. Further, tied into its computer link, the omega sentinel's organic analyzer has an extended range of 100 miles.

Computer Link: As alpha sentinel, but can tie into the entire sentinel computer network.

Body Armor: Incredible, made of Incredible strength material.

Energy Beams: Range 7 areas, cause Amazing damage, and can fire pure concussive force. Otherwise as other sentinels.

Encephalo-scan: Omega sentinels are equipped with a sensory beam that scans the brainwaves of characters being interrogated to determine whether they are lying. A character who is lying deliberately must make a Psyche FEAT roll. Any result other than red indicates that the sentinel detects the lie and reacts accordingly.

Electrical Insulation: Remarkable resistance to any sort of electrical attack.

Darts: As alpha sentinel, but range is 4 areas and these cannot penetrate any material stronger than Incredible.

Learning Program: Omega sentinels gain the combat bonus (column shift) after only two rounds instead of the usual three.

Nimrod

F	AM (50)	Health = 300
A	AM (50)	
S	AM (50)	Karma = 70
E	Shift X (150)	
R	EX (30)	Resources = IN (40)
I	RM (30)	
P	GD (10)	Popularity = 0

Known Powers:

Matrix Battle Computer: This computer operates like an omega sentinel's learning program. However,

neither Nimrod, nor any other sentinel, need fight the character in question: Nimrod only needs to watch film of the character in battle.

Mutant Detection: Class 1000 power rank. Nimrod's organic analyzer has a range of 20 miles. He can also tap into the same computer net used by the omega sentinels, thereby increasing its range to 100 miles.

Body Armor: Amazing, made of Amazing strength material.

Energy Beams: Nimrod's energy beams encompass the entire spectrum of electromagnetic energy, molecular energy, and concussive sonics. These beams can fire from his hands, eyes, and chest. They have a range of 4 areas and can cause Monstrous damage.

Auto-Repair: Nimrod's ability to repair himself is far greater than any earlier sentinel's. It is based on his ability to completely rearrange himself on the molecular level. He can repair himself under the following conditions:

1. He has at least 10 percent of his original Health points remaining.

2. For every 20 points of Health he restores, he must reduce one power by two ranks. (Nimrod will withdraw from a fight rather than allow his powers to drop below Excellent.)

3. Repairing 15 Health points takes 30 minutes.

Disintegrator Beam: Nimrod has a beam that can disintegrate up to one cubic yard of inorganic material in one round. It has a range of 2 areas and can affect materials up to Incredible strength.

Pressor-Tractor Beam: This energy beam allows Nimrod to pull objects toward him or push them away. The beam's Strength is Monstrous. It can move a target 1 area per round for every rank above Good that Nimrod uses. For example, if the beam is used at Incredible power, the object moves 3 areas. If the object struck something while being moved, it would be the equivalent of an Incredible Strength attack, with the object

that was struck determining the type of attack.

Force Field: Nimrod can encase himself in an Incredible Strength force field.

Teleportation: Nimrod can teleport up to 5 miles by making a successful Psyche FEAT roll. If he is not familiar with the area he is teleporting into, it must be in his line of sight.

Nerveshock: Anyone touching Nimrod must make an Endurance FEAT roll or be stunned for 1 to 10 rounds.

If Nimrod grabs a character, the character must pass the FEAT roll or be stunned until Nimrod lets go.

Inhibitor Field: Nimrod can generate a psionic inhibitor field in the area he is in and all adjacent areas. Anyone trying to use a psionic or mental power, mutant or otherwise, must make a red FEAT roll to succeed.

Scanners: Nimrod's scanners are so well protected he cannot be blinded or deafened. They are so acute that they operate at Class 1000 rank. He can scan huge areas for mutants by tying into the satellite network. (He cannot pinpoint exact locations by this method, but it is accurate to within one city block.) At a range of 2 areas, he can scan a character and determine not only the character's powers but the ability and power ranks as well.

Shockweb: Nimrod can create an energy web up to 2 areas away. It covers one area and is shaped like a vertical web. It need not be anchored to anything. Nimrod must make a Remarkable FEAT roll to create this web. It lasts only one round.

Nimrod usually creates such a web in the path of a character who is moving or flying at high speed. Such a character will hit the net and be caught before he can react.

The net has the equivalent of Amazing material strength. It delivers Remarkable damage to anyone caught in it for one round. Further, entangled characters must make an Endurance FEAT roll to avoid being stunned.

Notes on Sentinels

Sentinel Law

Sentinels are emotionless robots. Every action they take is governed by their prime programming directive: to protect humanity from the danger of mutants at any cost. Sentinels will utilize deadly force any time they see a reasonable need to do so. For this reason, sentinels often cause "collateral damage" to human homes, businesses, and other structures in their efforts to capture or kill mutants.

However, sentinel programming includes directives that result in a genuine effort to spare human lives (even anomalous human lives) when possible. In practice, sentinels simply balance the danger to human life against the possible harm they could do to mutants. If a sentinel judges that the harm to be done to the mutants is proportionally larger than the cost in human lives, the sentinel will kill humans to get at mutants.

Sometimes, mutants will take human hostages to try to ward off sentinel attacks. In such situations, the Judge can roll one die for each human hostage, and one die for every two anomalous human hostages. If the sum of the dice is less than the number of mutants present, the sentinel(s) decide that capturing or killing the mutants is more important than the human lives at stake. If the sum of the dice is equal to or greater than the number of mutants present, the sentinels will back off and try a different approach.

Sentinel Organization

Sentinels have a basic military organization, as follows:

Triad: The three-sentinel triad, usually composed of alpha sentinels, is the basic patrol unit. Sentinels are seldom found singly or in pairs.

Squadron: Three triads plus a squadron leader (usually an omega sentinel).

Platoon: Three squadrons, one

platoon leader (usually an omega), and an administrative team (usually four mark IV, Vs or VIs plus one omega).

Company: Three platoons, one company commander (omega), and a headquarters unit (nine sentinels of varying types).

Organization above the company level is on an ad hoc basis.

Sentinel Organic Scanners

For the most part, the Judge can control the use of the sentinels' organic scanners as he sees fit. If the Judge wants a particular NPC mutant to be detected by the sentinels, then that mutant is detected.

PCs, however, deserve a fair shake of dice when the sentinels are scanning an area. The Judge need make only one roll, regardless of the number of sentinels scanning the same area. This is a normal Power FEAT roll for the scanning sentinels, using the highest available Mutant Detection Power rank. The intensity of the FEAT is the density rank of any masking device being used by the PCs, and/or the Power rank of any Power that tends to mask mutants from organic analyzers.

The following powers can mask mutants from organic scanners: Resistance to Mental Attacks, Invulnerability to Mental Attacks, Electrical Manipulation, Magnetic Manipulation, Force Field Generation, and Psi-Screen. These powers must be in use at the time of the scanning in order to act as a mask. Further, characters who are using Phasing or who are transformed into inorganic material at the time of the scan cannot be detected by organic scanners.

Nonmutant PCs are a different matter. Altered humans may or may not show up on the scanners, depending upon what caused their alterations. Those whose alterations were caused by radiation will show up as mutants on the scanners. Those whose alterations were chemi-

cally caused will not show as mutants on the scanners, but such PCs will be unable to pass a blood test and thus cannot obtain a legitimate identity card. The detectability of other altered humans is left to the Judge's discretion.

High-tech wonders are usually impossible for the scanners to detect unless they are partially bionic. Iron Man, for example, is perfectly normal without his armor. The sentinels could notice, though, the use of super powers provided by high-tech equipment; for example, a normal human moving at high speed or flying will tend to stand out from the crowd.

Aliens and robots will certainly be detected by the scanners, and the sentinels are unlikely to regard them as any less a threat than mutants.

Non-Player Characters

The NPC category includes specific individuals and some generic types, such as standard policemen, SWAT:AM teams, camp guards, and so on. The Judge may feel free to slightly alter the statistics of specific individuals of these generic types should this become desirable during play.

Typical Policeman

F	A	S	E	R	I	P
GD	GD	TY	GD	TY	TY	TY

Health: 36

Karma: 18

Talent: Law Enforcement

Equipment: pistol, stun pistol, nightstick (same as club), halogen flashlight, mace canister, flak jacket, handcuffs, two-way radio

In the 21st Century, police always patrol in pairs or larger groups.

SWAT:AM

SWAT:AM stands for Special Weapons and Tactics: Anti-Mutant.

These are elite police specially trained and equipped to deal with mutants.

F A S E R I P
EX GD GD TY TY TY GD

Health: 46

Karma: 22

Talents: Law Enforcement, Marksmanship

Equipment: machine pistol, knife, nightstick (same as club), fragment grenade (1), knock-out grenade—Excellent (1), sonic grenade (1), infra-red flashlight, infra-red goggles, gas mask, mace canister, flak jacket, inhibitor cuffs, two-way in-helmet radio, hand-held organic analyzer—Good power rank (1 area range)

SWAT:AM teams operate in 10-man squads, two four-man combat teams and a two-man command team. In addition to personal equipment, the first combat team carries three stun rifles and a grenade launcher loaded with Excellent intensity knock-out grenades. The second team carries a machine gun, a LAW, and uses armor piercing bullets in its machine pistols. The command team has an organic analyzer of Good power with 3-area range.

In areas with heavy mutant activity, one member of the command team may be armed with a mutant neutralizer. The neutralizer strips away a mutant's powers for 1 to 10 rounds. Range is 3 areas. The target gets to make an Endurance FEAT roll to avoid the effects. If this roll is failed, the target loses the use of all powers for 1 to 10 rounds and his abilities drop to Excellent (unless they were lower to start with). Talents are unaffected.

SWAT:AM teams typically travel in armored carriers. Battle copters are available when necessary.

Soldiers and Camp Guards

Use the following stats for the masses of soldiers, resettlement

camp guards, and other military personnel the PCs meet during the adventure.

F A S E R I P
EX GD TY GD TY TY PR

Health: 46

Karma: 16

Talents: Military skill and Contacts

Equipment (Soldiers): military assault rifle, 4 extra ammo clips for assault rifle, knife, 1 fragment grenade, 2 tear gas grenades, gas mask

Equipment (Resettlement Camp Guard): handgun, submachine gun, 8 clips ammo for SMG, knife, 1 fragment grenade, 2 tear gas grenades, infra-red goggles, gas mask, flak jacket, inhibitor cuffs, flare pistol, walkie-talkie

Equipment of soldiers and guards may vary at Judge's discretion. A variety of heavy military weapons are available at the military base described on page 28.

Secret Service Anti-Mutant Teams

Secret Service anti-mutant teams provide security for important government officials. A team varies in size from 2 to 10, depending upon the importance of the person being guarded.

F A S E R I P
GD EX GD GD GD GD GD

Health: 50

Karma: 30

Talents: Law Enforcement, Marksmanship

Equipment: handgun (concealed), submachine gun (concealed), 4 extra clips for SMG, infra-red flashlight, infra-red goggles, inhibitor cuffs

One man in each team will carry an Excellent rank organic analyzer with range of 6 areas. A second man will carry a mutant neutralizer, 3-area

range, identical to that carried by SWAT:AM teams.

Knights of Genetic Purity (Whiteshirts, KGP)

F A S E R I P
GD GD GD GD PR PR PR

Health: 32

Karma: 14

Talents: Guns, Blunt Weapons, Sharp Weapons

Equipment: Whiteshirt uniform, nightstick (same as club), knife, possibly handgun or other gun.

The whiteshirts, or KGP, are the paramilitary arm of the NASI Party. Their favorite activities are Party rallies, drinking, mutant bashing, and beating up any who oppose the policies of the NASI Party. They have rudimentary training in the use of firearms, clubs and knives. They seldom carry guns, but individuals may, on occasion, go armed for mutant hunting or intimidating political opponents. Whiteshirts can be seen almost anywhere in a town or city at any time of day or night.

Vincent Scarlesi

Local Syndicate Boss

F A S E R I P
GD PR PR TY GD GD EX

Health: 20

Karma: 30

Resources: IN

Popularity: 20

Talents: Business/Finance, Criminology, Detective/Espionage

Contacts: Scarlesi is the highest ranking local organized crime boss. As such, he has extensive contacts with criminals of all types throughout the city, county, state, and nation. He also has extensive contacts with local and state government, local federal law enforcement officials, and all political parties, especially

the NASI Party.

Background: Scarlesi rose through the ranks of organized crime, one of the American institutions to survive the civil strife of the future. He controls the gambling, vice, racketeering, and black market in the adventure setting. Especially important is the black market, which can provide needed items to the mutant underground. Scarlesi's sales to mutants are tolerated by the sentinels upon advice from the NASIs. The NASIs tolerate Scarlesi because he drops big bucks in the party coffers on a regular basis. Personally, Scarlesi is gruff, businesslike, and ruthless. He has no political or humanitarian convictions; his only motives are profit and survival.

Lorelei

Laura Lee Masters

F	EX (16)	Health: 94
A	RM (26)	
S	EX (16)	Karma: 70
E	IN (36)	
R	GD (8)	Resources: TY
I	IN (36)	
P	RM (26)	Popularity: -30

Known Powers:

Flight: Incredible power rank

Pheromones: Amazing power rank

Blending: Good power rank

Phasing: Remarkable power rank

Talents: Performer (professional singer), Journalism

Contacts: The Lorelei has contacts throughout the local entertainment and media industries. In addition, she has good contacts with the black market and the mutant underground.

Background: Laura Lee Masters, 23, is a beautiful mutant who until her capture was something of a hero with the mutant underground. Operating as The Lorelei, she was able to rescue mutants slated for termination from under the noses of the NASIs and the sentinels. Her heroic name was a clue to her public identity as a

popular local singer. She often used her Pheromone power while performing songs which the NASIs found politically suspect. At the start of this adventure, Laura Lee is in sentinel custody, awaiting public execution.

The Mutant Affairs Committee

The local Mutant Affairs Committee, formed many months ago, has only recently begun large-scale operations. It consists of five registered mutants from the local region. None have super powers; all are mutants whose particular mutations are harmless.

Mutant	F	A	S	E	R	I	P
Chuck	PR	TY	PR	PR	GD	TY	TY
Martha	TY	TY	TY	GD	TY	GD	EX
Bob	GD	GD	GD	EX	TY	TY	TY
Phil	TY	FE	EX	TY	EX	PR	EX
Jenny	PR	EX	GD	TY	TY	EX	TY

Health: 20
Karma: 10

Chuck: Chuck is a mutant with unusual, greenish skin coloration. He is reasonably intelligent, but his Endurance was all but broken in a detention camp. He sees resettlement as an alternative preferable to detention camps. He has Computer skill.

Martha: Martha is a true believer in the resettlement program. She sees resettlement as a dream come true, the end of the long nightmare for mutants. Psychologically, she will be unable to accept the possibility that the NASIs are lying about the true nature of the program. She has only routine secretarial skills.

Bob: Bob was once a tough underground fighter who participated in many bloody confrontations with sentinels. He was shocked and dismayed when local NASIs took reprisals for his actions against his family. When the resettlement program was announced, Bob seized upon it as an end to pointless bloodshed. He uses his position on the committee to

accomplish as much good for fellow mutants as possible.

Phil: Phil is one of those unfortunates possessed of what the normal world would consider multiple handicaps. His legs are extremely short, and too weak to function. He compensates for this with his arm strength, using his arms for locomotion. Embittered by his lot, Phil believes only in Phil's survival. He has a hunch that there is something wrong with the resettlement program, and could be persuaded to share this suspicion if doing so were clearly in his own best interest.

Jenny: Jenny participates on the Committee purely to avoid life in the detention camps. She is gentle and sweet natured, but cannot stand physical abuse. Her strong intuition tells her that the resettlement program is a farce; she suspects a complete analysis of the Committee's computer records would show why. She is normally shy and retiring, but could be persuaded to talk if no risk were involved or if talking were necessary to save her own life.

None of the committee members are actually aware that resettlement means extermination. If either Phil or Jenny share their suspicions with the PCs, they will point out the interesting facts noted on page 25.

General William B. Braddock, U.S. Army

Chairman, Joint Chiefs of Staff

F	A	S	E	R	I	P
GD	TY	GD	GD	EX	TY	EX

Health: 29

Karma: 37

Talents: Weapons Master, Military skill

Contacts: Extensive political and military contacts at the highest national and international levels.

Background: General Braddock is up to his ears in McGrafton's plot to overthrow the U.S. government. Braddock is a rabid anti-mutant and

anti-Communist. He strongly believes a NASI-military takeover is the only way to save the United States. He is willing to look the other way while the NASI mutant extermination program grows.

Dr. Yagami Fuchido
Director of Genetic Research
McGrafton Industries, Inc.

F A S E R I P
PR TY PR TY RM GD TY

Health: 20
Karma: 46
Talents: Genetics skill

Contacts: Before joining McGrafton Industries, Fuchido had extensive contacts in the international scientific community. Now, however, he is a virtual prisoner and has had no communication with colleagues outside of McGrafton Industries for several years.

Background: Dr. Fuchido is the one person who knows with absolute certainty that McGrafton is a mutant. Fuchido was lured to McGrafton Industries by the promising possibilities to do genuine, cutting-edge genetic research; he was promised a free hand in running the most extensive genetic research lab in North America. In his eagerness to discover the true nature of the X Factor, McGrafton allowed Fuchido to analyze a sample of McGrafton's own tissues. Fuchido at once discovered McGrafton's mutant powers. Now, Fuchido is watched day and night and kept a virtual prisoner in his lab.

Fuchido has no political convictions, but he was horrified to find that McGrafton, of all people, was a mutant. McGrafton periodically subjects Fuchido to uses of Emotion Control; now, loyalty to McGrafton has become a deeply ingrained habit. Fuchido resents the tight watch kept on him, but accepts it because of this deeply ingrained loyalty reaction.

Dr. Paolo Hernandez
Director of Sentinel Research
McGrafton Industries, Inc.

F A S E R I P
PR TY PR TY RM RM TY

Health: 20
Karma: 56
Talents: Computer and Electronic skills

Contacts: Like Fuchido, Hernandez had contacts throughout the international scientific community, but he has been out of touch for years while probing the secrets of sentinel construction and programming at the top-secret sentinel laboratory at McGrafton Industries.

Background: Hernandez is an ardent believer in the development of artificial intelligence to the highest possible levels. This is the motivation behind all his research. He has no political convictions whatsoever and accepts no responsibility for the possible political uses of his discoveries.

Hernandez's work is top-secret; neither the government nor Shaw Industries are aware that McGrafton is probing the secrets of the sentinels. Consequently, Hernandez and his staff work and live under constant surveillance. Hernandez accepts this as an unfortunate condition of his work.

Recently, Hernandez perfected a new technique for reprogramming the sentinels, one he assures McGrafton will work on Nimrod. He is inordinately proud of this achievement and, if the security restrictions on him are lifted, will boast of it to anyone who comes along.

William Shiver
U.S. Correspondent for The Times,
London, England

F A S E R I P
TY TY TY GD EX GD EX

Health: 28
Karma: 50
Talents: Journalism

Contacts: Shiver has extensive contacts in the American and international media and among national level anti-NASI American politicians. As chief American correspondent for the London Times, he is an influential shaper of European opinion on American affairs.

Background: At the age of 52, Shiver is one of the most respected of all British journalists. He has observed the rise of McGrafton and the NASI Party for years, and throughout those years has sounded a warning call to any and all who would listen.

Shiver is vehemently anti-NASI and sympathetic to the mutant cause. He would willingly place himself in jeopardy to aid mutants, if the aid rendered were likely to be substantial or important. He is secretly aware that Jay Atkinson is the president's spy in the McGrafton camp and communicates sensitive information to Atkinson. If, in the course of the adventure, Shiver becomes aware of any of the major elements of the McGrafton plot to take over the government, he will try to get word to Atkinson by any means possible—including using the PCs as messengers, if necessary.

Jay Atkinson
Staff Counsel
Senate Select Committee on Mutant-Communist Subversion

F A S E R I P
PR TY TY TY GD GD TY

Health: 22
Karma: 32

Talent: Law skill

Contacts: Secretly in contact with the President of the United States. Secretly in contact with William Shriver. Otherwise, multiple contacts among Senate committee staff members, and extensive contacts in the NASI Party organization.

Background: Jay Atkinson, 28, is one of several lawyers on the staff of McGrafton's Senate committee. He is a member in good standing of the NASI Party.

Secretly, Atkinson despises the NASIs and their program. He is not pro-mutant, but in his heart he sides with the remaining moderates on the mutant issue. He is in reality a spy for the current President of the United States, who fears McGrafton but lacks the political clout to move against him. Atkinson passes on to the White House any relevant information he can garner through his position on the committee staff and his frequent face-to-face contact with McGrafton.

Equipment

The following items of equipment are often used by the mutant underground in its constant efforts to avoid detection and strike back against the sentinels. These items may be constructed or obtained in other ways. Prices shown for items are prices on the black market run by Scarlesi; possession of any of these items is illegal and grounds for shipment to a detention camp. (Additional information on the black market is found on page 21.)

Jammers

Black market cost: equal to range rank

Jammers are devices that blind most sentinels' organic analyzers or scanners. (Note that jammers are ineffective against Nimrod's scanners.) Jammers are relatively easy to

build. They have only one applicable rank: range. Jammer ranges are expressed as a radius: all Sentinel scanners within the given radius are blacked out. Ranges are as follows:

Jammer Range

Rank	Range
Shift 0	1 area
Feeble	2 areas
Poor	4 areas
Typical	6 areas
Good	20 areas
Excellent	1 mile
Remarkable	5 miles
Incredible	20 miles
Amazing	50 miles
Monstrous	150 miles
Unearthly	500 miles

As soon as a jammer is activated, all sentinels in the affected region go on the alert; most will search for both the jammer and the mutant activity it is obviously hiding. To determine how much time the sentinels need to locate and destroy the jammer, make a FEAT roll using the jammer's range rank. Results are as follows:

White	1 hour
Green	1 to 10 hours
Yellow	1 day
Red	1 to 10 days

Note, however, that jammers of Typical or lower rank are automatically found by sentinels in one hour.

Sentinels learn quickly; once they have located a particular type of jammer, the time required to locate any other of the same type is cut in half. Thus, jammers are constantly redesigned to provide maximum benefit to their users.

A jammer's weight equals its rank number in pounds.

Wild Weasels

Black market cost: Highest rank + 2CS

A wild weasel is an electronic

decoy designed to imitate the organic signature of a mutant on an organic analyzer. Wild weasels create a multitude of mutant readings on the sentinels' scanners, allowing real mutants to blend into the general chaos without attracting special attention.

A wild weasel has three applicable ranks: range, resolution, and personality.

Wild weasel ranges are identical to jammer ranges. False reading will be created within the stated radius.

Resolution is the number of false images the weasel can create, and is equal to the resolution rank number. For example, a wild weasel with Remarkable resolution can create up to 30 false mutant readings.

Personality is the ability to mimic the organic signature of a specific mutant. Sometimes wild weasels are programmed to create the signature of a specific mutant being hunted by the sentinels. Another trick is to create false images of the mutants using it for cover, making it impossible for sentinels to pick out the real mutants.

To find how long it takes the sentinels to find a wild weasel, make a FEAT roll using the wild weasel's range rank. Results are:

White	1 to 10 hours
Green	1 day
Yellow or Red	1 to 10 days

When moving under cover of a wild weasel, mutants still risk detection. Make a FEAT roll using the wild weasel's resolution rank. Results are:

If the weasel's personality rank exceeds its resolution, any colored result means the mutants have not been detected.

If the weasel's personality and resolution ranks are equal, a yellow result is needed to avoid detection.

If the weasel's resolution rank exceeds its personality rank, only a red result will protect the mutants.

This roll must be made once per hour that the characters are exposed to detection by sentinels.

A typical wild weasel is the size of a television set; those with low resolution are the size of a small portable, while powerful models are the size of a 23-inch console.

Masking Devices

Black market cost: Highest rank rating + 3 CS

A masking device, simply called a mask, is an electronic device that fools organic analyzers into concluding that no mutants are present. Its use does not alert or tip off the sentinels, unless the sentinels know that mutants are present in the affected area.

To build a mask, a character must first obtain and study a sentinel's organic analyzer. The analyzer from any model or type of sentinel will do. In addition, the character must build a Remarkable rank refractive fold generator. This latter device requires no special components.

The mask itself has two applicable ranks: range and density.

Range determines the size of the area affected and the number of characters that can be concealed by a mask, as follows:

Mask Range

Rank	Range	Characters
Feeble	2 feet	1
Poor	4 feet	2
Typical	6 feet	3
Good	8 feet	4
Excellent	10 feet	6
Remarkable	1 area	8
Incredible	1 area	10
Amazing	1 area	15
Monstrous	2 areas	25
Unearthly	4 areas	40

Ranges in feet are radii; ranges in areas are the maximum number of areas affected. If the number of mutants in the affected area exceeds

the maximum number of characters concealed by the mask, those closest to the device are concealed, up to the maximum number. (Judge's discretion determines any finer determination.)

A mask's density measures how difficult it is for an organic analyzer to penetrate the effect of the mask, and it used as the intensity of sentinels' FEAT roll to detect mutants. (See the note on sentinels' organic analyzers on page 11.)

Minuteman

Black market cost: Highest rank + 1 CS

A minuteman is a remote sentinel-ambushing device. It lures sentinels into range by creating the image of a mutant and then detonates, damaging or destroying the sentinels as it destroys itself.

A minuteman has two ranks: lure and blast. Once the device is placed and activated, a FEAT roll is made once per day against its lure rank. A white result means no sentinel found the device; a new roll can be made the next day. A green result means one sentinel has been lured to the device; a yellow result means two sentinels, and a red result indicates a triad.

The minuteman's blast rank is the strength of its attack when it explodes. It makes one edged attack against each sentinel lured into range. Since most sentinels have at least Incredible body armor, a device with less than Incredible blast rank has no chance to damage a Sentinel.

Other sorts of minutemen can be designed: incendiaries, energy attacks, electronic brain scramblers, or anything else the PCs can cobble together.

Identification Cards

Black market cost: Rank of card desired + 1 CS

In 21st-century North America, any person who cannot produce a valid ID card is assumed to be a mutant. ID cards are necessary for free movement in public and for legal economic transactions of all types.

ID cards can be forged. Each card carries a photograph and fingerprints of the person it identifies, so stolen or borrowed cards are of little value.

Any character can attempt to forge an ID card using the procedure for modifying an item. The effective cost is Poor. The character makes a Reason FEAT roll. A red result means the card has a rank equal to the character's Reason. A yellow or green result means the card has a rank one or two ranks lower, respectively. A white result means the attempt was obviously botched.

Characters with journalism, criminology, or detective/espionage skill get to shift their FEAT roll result up by one color. A red result before shifting produces a card with a rank one higher than the character's Reason.

When an NPC checks the character's ID card, the NPC makes an Intuition FEAT roll. The rank of the card is compared to the NPC's Intuition rank to determine whether a green, yellow, or red result is needed to spot the forgery.

Black market cards come in varying ranks. About 50% of the time, black market cards are two ranks lower than advertised or promised. If a character purchases a black market card, the Judge should secretly roll an Intuition FEAT for the character, using the actual rank of the card as the intensity of the FEAT. Success indicates the character spots a card of lower quality than promised.

RUNNING THE ADVENTURE

The X-Potential is designed to be run as the second in the four-part MX series of adventures for the MARVEL SUPER HEROES™ game. It can also be run as a one-shot adventure, complete in itself. In either case, this section provides the Judge with instructions and tips for making the most of this unique type of free-form adventure.

Player Characters

As noted in the Introduction, players should not use pregenerated or modeled characters in this adventure. The setting is 25 to 50 years in the future: today's strong super heroes are that era's old folks, if they've managed to survive. Furthermore, players will probably be very unhappy if their favorite character in your regular campaign universe gets killed off in this deadly future. And make no mistake, this future *is* deadly.

The ideal number of PCs for this adventure is six, although the adventure can be modified by the Judge to accommodate any number from two to eight. Experience has shown that playing with more than eight PCs becomes a bit unwieldy.

The Setting

The geographical setting for this adventure is the Judge's home town and environs, just as in *Nightmares of Futures Past*. Judges who have already run that adventure will have most the maps they need already prepared. Those who haven't need to do a little preparation before beginning play.

First, get a map of your town or city. It's best if the map also shows the surrounding rural areas in the county or parish. Even a simple, hand-drawn map will do. Be sure the map shows the major roads and neighborhoods, at the very least.

Assume that about 20 to 25 percent of your town or city suffered heavy damage during the war with

the sentinels. The ideal locations for these damaged sections are on the edges of the downtown district, so the ruins can contain damaged and abandoned businesses, residences, and perhaps a manufacturing plant or two. Mark these damaged and ruined areas on your map.

Next, mark off the section of town where anomalous humans are forced to live. This should be an area sufficient to house 10 to 15 percent of the population in substandard slums. If your town has a population of 20,000 or more, there could more than one anomalous human slum.

Now you're ready to locate the following special locations on your map:

The Rally Grounds: This is where the NASIs will hold a major political rally and public mutant execution shortly after the start of the adventure. If your town has a major stadium or coliseum, use that. If not, the NASIs will have built their Rally Grounds as shown on the map included in this adventure, somewhere outside the town, preferably on high ground near one or more major highways.

Mutant Affairs Committee Headquarters: This headquarters may be located in the local federal building or any major downtown office building.

The Army Base: If there is a military base within 10 miles or so of your town, use that base. Locate the base within 10 miles or so the city or town.

McGrafton Industries, Inc.: The McGrafton Industries complex is located near a major highway within 10 miles or so of your city or town, preferably isolated from any high population area.

Senate Committee Hearing Room: When McGrafton's committee comes to town to hold its hearings, these can be held in the courtroom of the local courthouse, in the federal building (but not if the Mutant Affairs Committee is located there), or in any other large, public auditorium.

Detention Center: If you have played MX1, keep the location of the detention camp used in that adventure. If not, pick a rural area very near the edge of town as the site for a temporary mutant detention center, as described on page 27.

You are now ready to begin play.

Picking Up From MX1

If your PCs have been through MX1, you can begin this adventure wherever that one left off. If the PCs were still free and still in the home town area when you ended MX1, start play just as if you were continuing that adventure. Run a few days or a week of events before beginning the events outlined in this adventure. This adventure begins when the PCs pick up the pre-Rally week rumours given in the following Events.

If your PCs ended MX1 in the internment camp, they'll have to escape before they can do anything else. If they're having too much difficulty escaping, have the mutant NPC Lorelei stage a daring raid to break them out. (By all means, play this raid out.) After springing the PCs, Lorelei should say something very touching and moving about the necessity for undying resistance to the evil of the sentinels and the NASIs, then take off on her own, disappearing until the PCs get news of her capture.

If the PCs fled home town U.S.A. through the underground railroad, let them receive news of Lorelei's capture and pending execution in plenty of time to return to the adventure location. Point out to the players that the characters have heard of Lorelei, that her exploits are legendary throughout the mutant underground, and that her execution is about to take place in their own old stomping grounds. Failure to stop that execution will definitely result in a very bad Karma situation.

Starting From Scratch

If your players didn't participate in MX1, explain to the newly generated characters the grim facts of life in the future as outlined in *The Nightmare World of the Future*. Help each character develop a plausible background; some may have been on the run from town to town for quite some time, others may be mutants newly aware of their own powers, who have somehow, by luck or the clever protection of their families, escaped detection until reaching an age when they can fend for themselves. Then throw the PCs together.

Give the characters about a week or so to get used to the requirements of the new world. Some may wish to register as mutants. Those who do will immediately be interned (treat as captured as explained on page 27). Those who don't will have to struggle for at least a week just to survive. Let them duke it out with a sentinel patrol, or perhaps rescue a mutant just captured by a patrol. Give them a chance to build rudimentary equipment or purchase it from the black market, and to get in contact with one or two other mutant underground cells.

Once the PCs have a feel for the world of the future and have established a base of operations, begin with the Pre-Rally Week, explained below.

The Pre-Rally Week

This adventure begins about one week prior to the mass NASI Party Rally. During that week, PCs will definitely notice or hear the following facts:

1. Sentinel patrols have almost ceased in the city or town, and patrols in rural areas are almost non-existent. In general, sentinel activity seems to have slacked off significantly.

2. The mutant resistance heroine known as Lorelei has been captured! All efforts to discover where she is being held have failed.

This information is true. Until the

day before the rally, the PCs will be able to move about with relative ease. Sentinels will ignore them. (Don't tell them it's that easy—let them sweat.) All efforts to find out about Lorelei's location automatically fail.

Pre-Rally Rumours

During the week before the Rally, the PCs can pick up one or two (at most) of the following bits of information through the mutant underground or from any other appropriate contacts:

1. There seems to be some construction activity at the nearby military base.

2. The sentinels have recently taken over some rural property outside of town. They're keeping the area off limits to almost everyone. No mutants have attempted to investigate: the area is heavily guarded.

3. The sentinels are dismantling their surveillance base near the town; this must mean they're getting ready to move it.

4. Several local mutant underground cells are dissolving. The newly created Mutant Affairs Committee is having real success in getting unregistered mutants to register and apply for resettlement. Soon, the resistance may have a serious manpower shortage as a result.

5. Sentinel patrols in other areas of the state have increased in frequency and intensity. Many mutants are traveling to this area, where sentinel activity is more slack. But you have to watch out; some of these mutants may be spies under the control of the sentinels.

Event and Location Descriptions

This adventure contains no set encounters. Instead, it provides the Judge with a general adventure environment and a list of events that occur unless prevented by the actions of the PCs. The adventure itself proceeds in free form, with the Judge modifying events and the activities of the villains and NPCs depending upon what the PCs do.

Each of the remaining sections provides a description of a geographic location, the information the PCs can obtain there, how the information can be obtained, and description of any events which will occur in that location unless prevented by PC actions.

During play, the Judge should turn to the appropriate location and event descriptions as needed, remembering to modify them according to PC actions.

The events in this adventure occur in a very short time—the week before the NASI Party rally and the three days of hearings by McGrafton's Committee on Mutant and Communist Subversion. During this short time, the PCs will have a chance to rescue the mutant heroine Lorelei, discover the true nature of the "resettlement" center and destroy it, discover the true nature of McGrafton's plot to overthrow the government, and prevent that overthrow. Extremely clever PCs may even discredit McGrafton politically by forcing him to reveal his mutant powers on national television, although this will be very difficult to achieve.

To help provide information to the PCs, the Judge is provided with four handouts in the form of local newspaper front pages. These may be handed out to the PCs at the times noted in the Events List.

The Event List

The Event List provides the Judge with a list of the most important events that McGrafton has planned during the course of the adventure.

Time	Event, Location, Notes
------	------------------------

Rally Day:	Judge hands out first newspaper front morning page.
------------	---

Rally Day, all day:	Influx of whiteshirts, journalists, politicians, to the city or town. Beginning of troop build-up at Army base.
---------------------	---

Rally Day, all day:	Full company-sized unit of sentinels begins massive hunt for mutants in and around adventure setting.
---------------------	---

Rally Day, McGrafton addresses
p.m.: massive NASI rally.
Mutant Lorelei executed
at climax of rally.

Rally Day Judge hands out second
+1: newspaper front page.

Rally Day Captured mutants forced
+1, a.m.: to testify before McGrafton
Committee.

Rally Day Nimrod testifies before
+1, p.m.: McGrafton Committee.

Rally Day At McGrafton Industries,
+1, night: Dr. Paolo Hernandez
reprograms several senti-
nels, who then rampage.

Rally Day Troop build-up continues
+1, all at Army base.
day:

Rally Day Judge hands out third
+2: newspaper front page.

Rally Day General William Braddock
+2, a.m.: testifies before McGrafton
Committee.

Rally Day The Secretary of Defense
+2, p.m.: testifies before McGrafton
Committee. Public sends
hundreds of thousands of
telegrams to Congress,
demanding emergency
anti-mutant, anti-
Communist action.

Rally Day Troop build-up continues
+2, all at Army base.
day:

Rally Day Judge hands out final
+3: newspaper front page.

Rally Day "Sabotaged" sentinel
+3, a.m.: robots testify before
McGrafton Committee.

Rally Day McGrafton, Nimrod, and
+3, night: Braddock meet at McGrafton
Industries. Hernandez
attempts to reprogram
Nimrod. At Army base,
airlift of troops and whi-
teshirts to Washington,
D.C. begins.

Rally Day McGrafton, Braddock and
+4, a.m.: Nimrod arrive in Washing-
ton, D.C. Braddock's
troops seize city, arrest
President, place Congress
under "protective custo-

dy" in Capitol Building.
Congress suspends Con-
stitution, recognizes emer-
gency government under
McGrafton.

The Black Market

PCs in this adventure may have
significant need for jammers, wild
weasels, masks, minutemen, weap-
ons, explosives, electronics gear,
etc. Almost all these can be obtained
from the black market operated by
Scarlesi.

It is unlikely the PCs will encounter
Scarlesi personally, although they
can, at the Judge's discretion. His
operatives in the black market are
typical thugs who hang out at the
sleazier bars, restaurants, recreation
centers, and vice areas in the town
or city. PCs who spend any time in
these locations will soon notice those
individuals who seem to be connect-
ed. They're the ones everyone else
treats with a certain amount of
respect.

Purchases through the black mar-
ket require payment in advance.
Goods are delivered as arranged at
the time of purchase. The delay
involved may be a matter of minutes
for common, legal items, to two or
three days for illegal items. The
Judge should time the delays for
maximum dramatic impact during
play.

Prices for black market items are
as given in the item descriptions on
pages 17 and 18. Prices for all other
items are +1 CS above the prices
given in the MARVEL SUPER
HEROES™ Advanced Set Player's
Book.

Special Problems

There's a remote chance the PCs
might do something that absolutely
disrupts the intended flow of the
adventure. Here's how to handle the
most likely of these:

PCs Capture or Kill McGrafton: If
the PCs should manage to capture
McGrafton, the whiteshirts go on an

absolute rampage through the anom-
alous human areas of town, burning,
looting, beating and murdering. The
sentinels call in as many reinforce-
ments as necessary to capture or kill
the PCs and rescue McGrafton.
Within an hour after McGrafton's
kidnapping, the PCs should see sen-
tinels everywhere they turn.

If McGrafton is actually killed, all of
the above occur. In addition, General
Braddock immediately assumes the
chairmanship of the NASI Party and
proceeds with the plot to overthrow
the government.

PCs Captured: If the Judge has
available the internment center from
MX1, captured PCs may be taken
there. If not, they are taken to the
mutant detention center. If the Hear-
ings are still continuing, captured
PCs may be forced to testify before
the Committee.

PCs Discredit McGrafton: This
can be done in several ways. The
best way is to force McGrafton to use
his mutant powers while his televised
hearings are going on. Not only will
the sentinels immediately terminate
this mutant who almost subverted
their entire program, but also the
NASI movement will literally fall
apart.

The PCs can also discredit
McGrafton by providing scientific
proof of his mutant nature to the
media, by revealing his treasonous
plot in time to prevent it (no later
than midnight the night after the third
day of hearings), or by providing the
media with comprehensive proof of
the true nature of the death camps.

THE RALLY

Aside from the announced capture of the mutant criminal Lorelei, things have been very quiet in hometown, U.S.A. in the week prior to the slated NASI Party rally. Sentinel activity has virtually ceased; the sentinels have dismantled their surveillance base. Unknown to the underground, the surveillance base has been transferred to the Army base. The lack of sentinel activity in the area has served as a magnet for mutants from other parts of the state, drawing them to hometown from areas where sentinel activity is intense.

On Rally Day, the quiet is broken.

The Sentinel Round-Up

Shortly after dawn on Rally Day, a full company of sentinels (a total of 118) descends on the relatively small area of the adventure setting. Nimrod himself arrives at the new surveillance base to take charge of sentinel activities in the region.

The sentinels begin a ruthless campaign of seek and capture patrols throughout the city and county. The goal is to capture as many mutants as possible. Nimrod and McGrafton planned this entire event carefully. The cessation of sentinel patrols during the previous week was designed to lure as many mutants as possible into this region. Now, just prior to the NASI Rally, the sentinel patrols will demonstrate that even in a supposedly secured region, the number of mutants is alarming. It's all part of McGrafton's campaign to scare the country.

During this day, sentinel scanning is continuous; reduce the time required to find jammers and wild weasels to only 10 percent of the normal required time! If PCs are moving under cover of a masking device, check once per hour to see if the sentinel scanners penetrate the mask. Normally, the sentinels will scan with Unearthly power rank; at 9 a.m., 12 noon, and 3 p.m. Nimrod himself will scan, using his Class

1000 rank scanning ability.

Although the goal of the sentinels is to capture as many live mutants as possible, they will not hesitate to kill at the slightest sign of resistance. The sentinels know this region is crawling with mutants, and they'll bag plenty of prisoners. If a few have to be killed, so be it.

On the other hand, this surplus of mutants can be a blessing in disguise for the PCs: the sentinels have so many potential prisoners in the immediate vicinity that they won't bother with a lengthy, difficult pursuit. If the PCs cleverly escape a triad, the Judge can, at his discretion, have the triad called off to capture easier pickings.

Bad News

Throughout the day, the Judge can pepper the PCs with news from the mutant underground, assuming their cell has made contact with one or two others. Information coming from other mutant cells can be of the following varieties:

1. Triad of sentinels moving north on Highway NN.
2. Cell base in the abandoned factory building at Lincoln and 31st raided by sentinels. Massive sweep beginning in that area. Avoid!
3. Entire membership of underground cell operating from the 3100 block on 79th St. has surrendered and will apply for resettlement. Assume all contacts with this cell are compromised!
4. Whiteshirts advancing east on Washington Boulevard—several mutants hostage, many beatings, looting in anomalous neighborhood.

Time the receipt and content of these messages to get maximum dramatic effect, depending upon what actions the PCs are taking. If they're cowering at their base, use a message such as number 4 above to prod them into action—those negative Karma situations are a great motivator when Karma is needed just

to stay alive!

The Mass Influx

In the midst of the chaos caused by the sentinel round-up, hundreds of journalists and politicians and tens of thousands of whiteshirts and regular NASI Party members are arriving in the city throughout the day to attend the Rally. Major transportation arteries into town are choked with traffic. Airports and bus terminals are crowded to maximum capacity. Tables in restaurants—even places in lines at hot dog stands—are at a premium. Hotels and motels are jammed full, with much of the business spilling over into adjacent counties, unless your home town is large enough to host a major convention.

In all, the Rally is drawing more than 100,000 people. Naturally, a crowd that size draws a fair proportion of petty criminals along with it: pickpockets, thieves, con men, and practitioners of vice abound.

The influx of such a crowd naturally taxes the capacity of the local police. The Judge can liven things up, if necessary, by staging any of several petty crimes within hailing distance of the PCs. If the PCs intervene (Karma, again), a two-man police patrol can show up at a crucial moment—preferably when the PCs are clearly using mutant powers. The police will call for a SWAT:AM back-up, and the SWAT:AM team can contact the sentinel base.

Special Arrivals

Among the mob descending on the town are McGrafton and his Committee on Mutant-Communist Subversion. McGrafton himself will arrive by air at the nearest airport at about 10 a.m., accompanied by a 10-member Secret Service AM team and five aides, including Jay Atkinson. His Party will make its way by limo from the airport to the best hotel in town. McGrafton's arrival, motorcade, and hotel will be swarmed by the press.

Other Senators on the Committee will arrive throughout the day. They are relatively unimportant to the adventure. Two are NASI Party members, and the remaining two are members of the two other major political parties.

General William Braddock will arrive secretly about noon on a military flight. He will be taken to the Army base by helicopter. His presence in the area will not be revealed until he attends the Rally.

Nimrod, of course, arrived on his own in the pre-dawn hours. His presence is definitely a secret, and will not be made known until he appears to testify before the McGrafton Committee. PCs may be able to figure out that Nimrod is present by the effectiveness of sentinel scanning, or by locating him at the sentinel surveillance area at the Army base.

The Rally Grounds

If the players' home town boasts a major outdoor arena, the NASI Rally can take place there. If not, use the map provided. NASI workers will have built the Rally Grounds in the weeks preceeding the Rally. If you use your own local facility for the Rally site, modify the information given here to fit that facility.

General Seating: The Rally site provides general seating for over 80,000 in sections of bleacher type seats. The seats closest to the ground level are slightly more comfortable, and are reserved for a variety of political dignitaries: visiting NASI elected officials from around the country, Party officials, etc.

Press Sections: The Press Sections provide seating and table space for journalists. In all, there are more than 500 journalists present to cover the Rally.

Broadcast Facilities: The Rally is being nationally televised and carried on several radio networks as well. The broadcast facilities in this room are capable of reaching a world-wide

audience. William Shiver has a reserved seat in this area, from which he intends to broadcast his coverage of the Rally live to England via satellite connection.

Parade Field: The main open field of the Rally grounds will hold 10,000 whiteshirts when the Rally begins. They will enter from the main tunnel, marching in formation, eventually forming a checkerboard pattern of battalions and divisions on the field.

Main Stage and Podium: The speaker's podium is atop a stair-stepped main stage that rises a full 20 feet above ground level. Access to the podium is from the rear of the stage, hidden from the view of the audience. McGrafton and the other speakers will wait in the Ready Room behind the stage until time for their appearances. A huge, white screen has been erected behind the main stage, towering forty feet high. Hanging against this white backdrop are alternating American flags and NASI Party banners.

Control Room: This room has telephone links with the Ready Room, the broadcast booths, and the Security Control Room, plus radio communication with whiteshirt battalion leaders. The loudspeaker system is controlled from here, as are the images that can be projected on the screen that forms a backdrop for the flags. A variety of lighting effects are controlled from here as well.

Security Control Room: Security for the rally is controlled from this room. Stationed here are one triad of sentinels plus an omega sentinel, leader of the squadron assigned to the Rally. A police SWAT:AM is here as well. A whiteshirt team of four men monitors the radio system which is used by the sentinels, the police, and randomly placed whiteshirt security personnel. Electronic equipment here can also override the loudspeaker system, allowing security personnel to issue commands to the crowd.

Underground Holding Cell: A

special, secret holding cell has been constructed underground about one area directly in front of the main stage. Lorelei is held in this cell. She is chained to a supporting pole, wears an Inhibitor collar (-7 CS), and is guarded by a specially assigned omega sentinel equipped with a mutant neutralizer. At the appropriate time, a hydraulic lift will cause a huge pillar to rise into the rally field, with Lorelei chained to her pole at the top.

The cell itself is made of reinforced concrete and measures about 10 feet square. Access to the cell can be gained through a tunnel leading from the Security Control Room.

Execution Team: A sentinel triad stands in isolated splendor near the spot where the column with Lorelei will rise; these three sentinels will execute the mutant at the appropriate time.

The Rally

The Rally begins at 8 p.m. The seats and press sections will begin filling two hours earlier. The Rally proceeds on a strict schedule:

8 p.m.: The whiteshirts will march in to the majestic strains of the Party anthem, "Kelly, Hero of the Nation." They will then lead the crowd in the Party chant, followed by the national anthem.

8:15 p.m.: Welcoming speeches by a number of local NASI officials. The usual thanks and recognition to Party workers and other boring platform formalities.

8:45 p.m.: Formation drill by the whiteshirts, accompanied on the large screen by motion pictures of whiteshirts in action, bringing "social improvement" to America.

9:00 p.m.: Party film, "Triumph of Genetic Purity," an anti-mutant, anti-Communist film of great power.

9:25 p.m.: Introduction of McGrafton by General Braddock.

9:30 p.m.: McGrafton's speech.

11:00 p.m.: Execution of Lorelei.

The huge column bearing her chained figure will rise skyward in front of McGrafton, the chosen sentinels will salute smartly, turn, and laser the mutant to ashes.

11:05 p.m.: Benediction by Party chaplain. Rally ends.

McGrafton's Speech

Clever PCs may be interested in McGrafton's speech. Those hearing the speech may be affected just like the crowd by McGrafton's use of his Emotion Control ability. Early in his speech, McGrafton will instill Fear in the crowd, whipping them to an almost panic level, but carefully keeping the emotion from getting completely out of hand. Later in his speech, McGrafton will inspire Loyalty as strongly as possible.

Key phrases he will use while inspiring Fear are:

"Already, the genetic putrescence of mutant blood has devolved more than half the earth to a state of Communist-Asiatic-mongoloid barba-

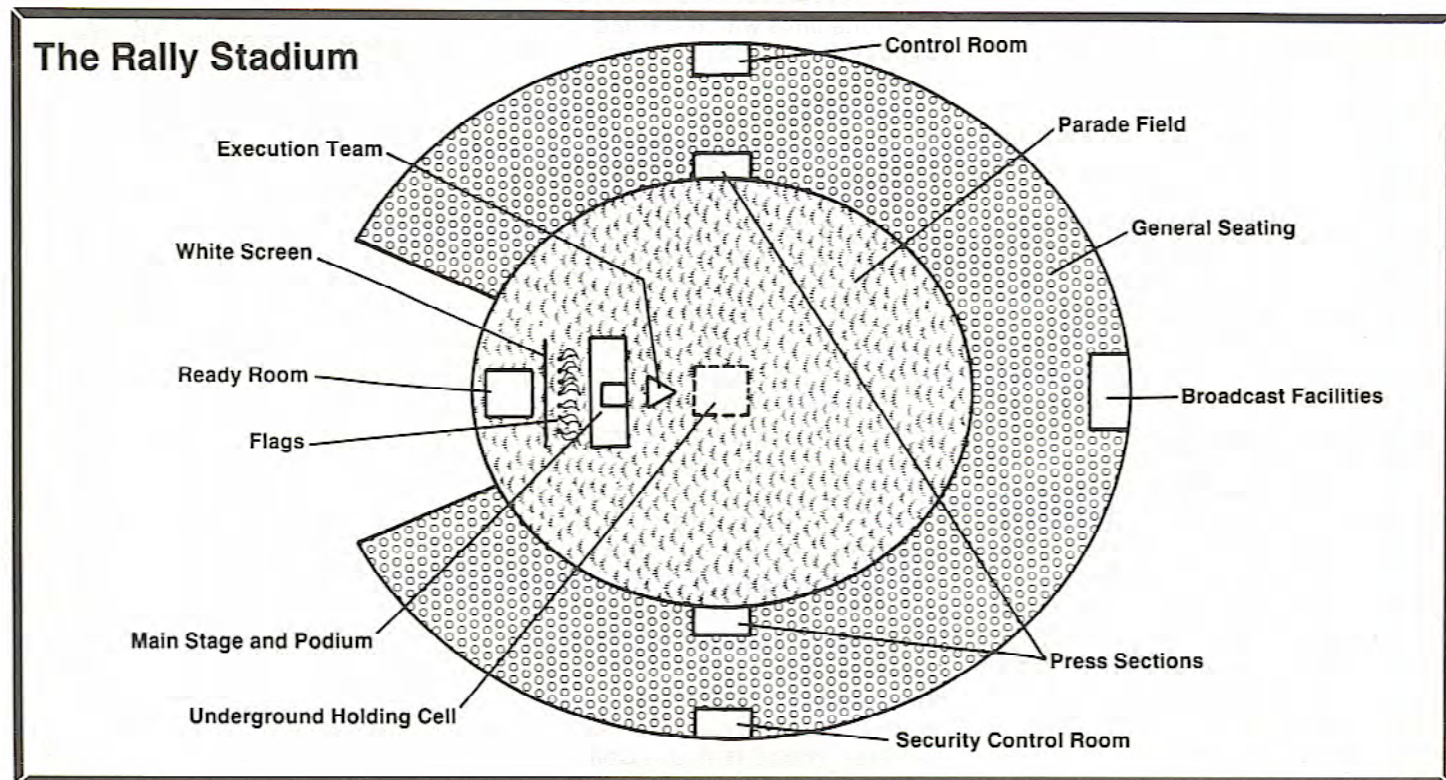
rism, devoid of spirit, devoid of liberty, devoid of accomplishments of the mind and body, dedicated solely to one, despicable goal: the total mongrelization and enslavement of you, your children, your grandchildren, and your nation!"

"The nuclear destructive devices of the mutant Communist countries are poised and ready, ready to pour the fire of nuclear annihilation down the throats of our genetically pure children. The mongrel hordes stand armed and massed on the borders of Western Europe, the home and origin of our great civilization, the cradle of liberty and of dignity of the human of the spirit. Their devolved allies already batter at the gates of Jerusalem, the home city of the great religious heritage of the West. And, meanwhile, in our very midst, the mutant, hidden, silent, deformed in soul, stalks our sons and daughters, seeking to inject his aberration into the very flesh of their flesh, blood of their blood!"

When seeking to inspire loyalty, McGrafton speaks in a calm, fatherly, reassuring tone, saying things like the following:

"But we, we are not afraid. Our fear is overcome by our calm, confident faith in the great, eventual victory of our Party, under the leadership of genetically pure men of vision who will drive the mutant scum from our midst, who will annihilate the slinking vermin who would poison our will, and who will lead us into the glorious sunlight of a new world, a world illuminated by the radiance of One People, of One Blood, in the One Nation!"

"I am proud of you. I weep with joy at the sight of you. The Great Cause has called, and you, the pure, the great, have answered. The Party has called, and you have answered. And now we march together, in unbreakable lockstep, following the leadership of the National American Social Improvement Party to the inevitable victory!"



THE MUTANT AFFAIRS COMMITTEE

There are two things of value to the PCs at the headquarters of the local Mutant Affairs Committee (MAC): the information stored in the MAC's computer files, and possible contact with Jay Atkinson, the President's spy on McGrafton's committee staff.

MAC Operations

The local MAC began operations months ago but has only recently made a significant impact on the local populace. None of its members realize they are actually helping select mutants for extermination. Most believe they are assisting mutants who want to get out of North America.

MAC uses advertising in the form of posters, billboards, and spot announcements on radio and television to get its message across to the mutant community. That message is simple: America doesn't want you. Failure to register will lead to capture or death. Capture will probably mean a short life in an interment camp.

There is an alternative. Come into any MAC headquarters. You can register there, and apply for resettlement. All mutants who apply for resettlement are guaranteed eventual resettlement. A staff of fellow mutants will help you with special arrangements for your family and friends.

Mutants, registered or not, who are reporting to the MAC are not taken captive by the sentinels. They are instead allowed to register with the MAC and apply for resettlement. The MAC staff records the mutant's name and some simple information about the mutant's specific mutation and general health. The computer gives the MAC a date and time when the mutant should be sent to a resettlement camp. Until then, the mutant is detained in a minimum-security detention area. MAC employees will carry messages to family and friends for the detained mutant, pick up any clothing or personal possessions,

and in general try to make it as easy as possible for the mutant to prepare for resettlement.

MAC Headquarters

The Judge will have selected the location for the MAC headquarters. Outside that building, two sentinels stand guard. They will question approaching mutants, but will take no hostile action as long as the mutants are reporting to register and apply for resettlement.

All five members of the MAC work in one large office. Depending on the size of the community, there may be a long line of mutants waiting to register and apply.

If the PCs come to the MAC during business hours, they will probably have to wait in line like everyone else. At the head of the line are Bob and Martha, who help mutants fill out the registration and application forms. Chuck runs the computer and his terminal is visible from the head of the line. Phil and Jenny take care of routine paperwork in the office.

The registration and application forms ask routine questions: name, current address, type of mutation, and a long list of health questions. There are also questions about the mutant's family: father, mother, their current addresses, siblings, etc.

Everything in the office is orderly and routine, especially given the fact that television monitor cameras are clearly visible, and a large sign proclaims: YOU ARE BEING WATCHED BY SENTINEL MONITORS. NO DISORDER WILL BE TOLERATED.

Adjoining the office is a small, private room, frequently used by visiting NASI Party officials or human employees of the MAC. This room is not monitored; communications here are not seen or heard by the sentinels. The five mutants on the MAC are considered trustworthy and are also allowed access to this room.

The PCs can request a private interview to discuss special resettlement

needs; if they do, they can talk with Phil or Jenny in the private room.

At this point, the Judge must determine whether Phil and Jenny will share with the PCs his (or her) doubts about the program. They will, if the PCs can convince them there is a good reason to do so, and that there will be no risk or reprisals involved. This situation will call for some delicate role playing by the Judge. If necessary, the Judge can finally resolve the issue with a negative Popularity FEAT roll for the PCs involved, but only if the PCs are making an effort to get more information.

If Phil or Jenny do talk, here are the facts they can give the PCs:

1. Normally, priority for resettlement is given to mutants least able to survive in the rigors of a normal detention camp.

2. Strangely, the computer seems to assign priority to some others: those with extraordinary powers, those with a record of underground activity, and those who seem particularly robust or belligerent when they come in to apply.

3. Chuck has Computer skill and can get breakdown of resettlement statistics.

If the PCs can persuade Phil or Jenny to get such information from Chuck, the statistical analysis will show that Phil and Jenny's suspicions are accurate. Absolute top priority is given to mutants with extraordinary powers.

If the PCs break into the MAC headquarters at night, they run the risk of discovery by police and the two sentinels that guard the building. Inside, they can obtain the information they seek from the computer, which has a Remarkable rank set of codewords guarding access to its data.

If a PC using the computer obtains a red FEAT result, he can access files unavailable to Chuck and get the following additional information:

1. The local resettlement program can be stepped up in the near future upon completion of the new nuclear power generator at the local resettlement center.

2. Local NASI officials overseeing the program are disappointed in the resources return from resettlement. One memo mentions the fact that "these scum seem to own nothing of value except their very hides."

3. Another NASI memo stresses the importance of "maintaining morale among MAC members. Every effort must be made to resettle entire family groups at the same time. This aids morale and also tends to reduce incidents that disrupt the resettlement process at the last minute."

Optional Event

If the PCs rescued Lorelei, and did so in a way that allowed the crowd to see them, the Judge may want to use the following optional event.

If the PCs come to the MAC headquarters during business hours, they will see Jay Atkinson there. Atkinson is making a routine inspection on behalf of Senator McGrafton. If Atkinson can recognize the PCs, he will immediately ask to see them in the private room.

Once there, he will guardedly warn them that something is wrong with the resettlement program, and that something is wrong at the local Army base as well. He will urge them to find out what is wrong and contact either himself or the journalist William Shiver with the information. Atkinson himself can do nothing to help the PCs—this would endanger his standing as a good NASI Party member. Atkinson will not reveal that he is actually a spy for the President, but he will create the impression that he is not what he seems.



THE MUTANT RESETTLEMENT CENTER

The mutant resettlement center is located outside of town in the rural area recently taken over by the sentinels. Access to the entire area is severely restricted: only sentinels, whiteshirts with special passes from the Party, and mutants in Party bus loads are allowed on the grounds.

From the air, nothing about the compound appears unusual: there are a heavily guarded perimeter, a few buildings, some power cables, some pens, and what appears to be some kind of train ride with a large, oval track and a long tunnel.

Security

Security at the center is concentrated on keeping people out, not on preventing escapes once people are in. The entire area is surrounded by an electrified wire mesh fence, 10 feet high, topped with barbed wire. The electrified fence inflicts remarkable damage on any character touching it. The fence can be turned off from the Main Gate, from Security Central, or by shutting down the main power generator.

Immediately inside the fence is a ditch, 10 feet deep and 20 feet wide.

Camp guards, specially selected whiteshirts with military training, form the main security force inside. One such guard is stationed every 50 feet along the inside perimeter, just beyond the ditch. Four guards man the Main Gate.

Inside the camp, Security Central maintains radio contact with guard commanders and controls the camp loudspeaker systems. In addition to the guards at the gates and around the fence, four guards are assigned at all times to the Mutant Holding Pen, 20 to the Loading Platform, and 10 in reserve at Security Central. Also at Security Central is a triad of sentinels for emergency back-up.

Camp Operations

Normal entry is through the Main

Gate. All mutants entering have a computer check run on their resettlement status. Those with extraordinary powers are immediately forced to don an Inhibitor collar (-7 CS).

Mutants arrive by busses from other detention centers. After processing at the Main Gate, they are taken to the Mutant Holding Pen, a simple, open-air pen. They are told they will have only a short wait for the train that will take them to the coast, where they will be flown to the resettlement destination.

Once every two hours, the camp train pulls up to the Loading Platform. Mutants are herded from the pen into the two "passenger cars" of the train. This loading is carried out very hurriedly: the guards tolerate no balking.

As soon as the cars are loaded, the train takes off and travels the short distance around the hill into the tunnel. There, the train stops. In the tunnel, special power cables automatically hook onto the passenger cars, the false "tops" of the cars roll open to reveal complex machinery in the roof, and a Disintegrator Field floods the entire car interior. The field is strong enough to automatically disintegrate human flesh, while controlled sufficiently to prevent damage to the car itself.

At the Secondary Platform, the train stops. Whiteshirt workers there clean down the inside of the car, remove any non-disintegrated items, and ready the car for its next trip.

Camp Limitations

The camp was only recently constructed. The current generator provides sufficient power for the Disintegrator Fields in only two cars. A larger nuclear power generator is under construction. It will increase camp efficiency by more than 500 percent.

For now, the train runs every two hours, 12 times per day, day and night. Each passenger car can haul about 200 mutants.

Proving the Camp's Real Nature

Of course the PCs will find it necessary to destroy this resettlement center, or at least cripple its operations. However, to discredit the resettlement program and the NASI Party, the PCs will have to do more.

To do any real good, the PCs will have to obtain hard evidence that the resettlement center is, in fact, an extermination camp. Hard evidence could be any of the following:

1. Film of an entire trip of the train. Of course, this would cost about 400 mutant lives to obtain.

2. An actual passenger car, complete with its Disintegrator Field generator, would be difficult for the NASI Party to explain away. It would certainly be sufficient evidence to stop the flood of mutants who are going to the MACs all across America every day to apply for resettlement.

3. A whiteshirt camp guard prisoner, forced to testify while being scanned for signs of falsehood.

4. Computer tapes from Security Central, which keeps records of every mutant extermination: name, powers, priority, date and time of extermination, any necessary follow-up, such as forged letters to be sent by the mutant from overseas to family members and friends in America.

Once the PCs obtain such evidence, there is the problem of what to do with it. Suffice to say there are still some anti-NASI politicians in the country who, while not pro-mutant, are opposed to wholesale mass murder. Presenting the evidence to Jay Atkinson or William Shiver is an excellent idea, one that would guarantee the political discrediting of McGrafton and his Party.

In fact, if the PCs can get hard evidence to Atkinson or Shiver by the morning of Rally Day +3, the government can take immediate action to close the camps, arrest McGrafton and other NASIs, and close the other resettlement centers. This will effectively end the adventure.

THE ARMY BASE

As of Rally Day, the local Army base has been closed to nonmilitary personnel, with the exception of important NASI civilians given special passes signed by General Braddock himself. This situation is highly unusual: normally there are several hundred civilian employees at the Army base in addition to the normal compliment of 3,000 military personnel stationed there for training or permanent duty. PCs can pick up word of this unusual situation from the newspaper reports. Street gossip can be used by the Judge to reinforce the impression that the situation is far from normal.

If the PCs somehow visit the base, there are several important clues they can gather: the relative size and nature of the build-up taking place as the McGrafton Committee hearings progress, the presence of the Chairman of the Joint Chiefs of Staff, the nature of the equipment and special training being given to the arriving troops, the top-secret orders contained in Braddock's files in the Commandant's Office on the base.

The PCs might be able to get in by impersonating military personnel. Uniforms are readily available from several sources in the city or town: retired veterans, costume shops, Army surplus stores, and the black market. Military personnel entering the base need two items: a military ID card and either orders telling them to report to the base or a pass out from the base. Military ID cards are available through the black market with minimal delay; a pass can often be obtained simply by lifting one from a soldier in a downtown bar.

Base Security

Entrance is restricted to the various gates. Each gate is manned by a four-man team of soldiers in telephone contact with Base Security. Under current orders, these soldiers will open fire on personnel who try to crash the gate or otherwise obtain

entry violently or surreptitiously.

Base Security has one omega sentinel on duty at all times. This sentinel, in direct link with the nearby sentinel surveillance base, scans the entire base continuously, and reports any penetration of the fence, mutant or not (except at the gates), to the Base Security officer on duty.

The Build-Up

The troop build-up consists of flying in the men and equipment of the 82d Airborne Division. The first of the division's 9 battalions arrives on Rally Day, 3 battalions each arrive on Rally Day +1 and Rally Day +2, and 2 battalions on Rally Day +3.

Also arriving are a large number of C-10 transport planes. These aircraft are commonly used for transporting airmobile troops and their equipment. These planes are stored in the numerous hangars near the airstrip. Many of the hangars are obviously newly constructed. PCs who make a careful count of aircraft will find there are enough C-10s to airlift more than two entire divisions—this is a massive accumulation of aircraft on one base, under any circumstances. In fact, the extra C-10s will be used to airlift about 10,000 whiteshirts along with the 82d when the coup takes place.

PCs who get a chance to make a close inspection will see that some of the aircraft are already loaded with light tanks, armored cars, and special anti-riot gear: stun guns, scatter guns, riot helmets, grenade launchers with gas grenades in large quantities. This should serve as a clue to the nature of the mission.

Braddock's Presence

General Braddock's presence on the base is a secret until he attends the NASI Party rally. After the Rally, no one on the base except the top brass is certain whether or not Braddock is still there. Of course he is.

The Orders

Locked inside a safe in Braddock's desk are the written orders, with his own signature, for the 82d Airborne. These orders will be handed to the officers of the 82d on the evening of Rally Day +3. The orders clearly state that the division will secretly airlift to Washington, D.C. Specific objectives to be seized are the White House, the Capitol Building, the Supreme Court, military airfields and Air Force One, and all broadcast facilities in the Washington, D.C. area. The orders specify cooperation with the KGP and note objectives for which the KGP support troops will be responsible.

The orders are inside a sealed folder marked "Top Secret."

Getting Out

If the PCs are posing as military personnel, they will need a pass to leave the base. Blank pass pads can usually be found inside the desks of duty officers in any of the office buildings.

Evidence

Here again, the PCs will need hard evidence that something unusual is afoot: their word alone won't be good enough. Reporting the troop build-up to Atkinson won't prevent the coup; the PCs will have to identify the unit being concentrated at the base and mention the unusual number of transport aircraft there before Atkinson or the White House can have any idea of what is about to happen.

Ideally, the PCs will find the sealed orders in Braddock's desk safe and turn them over to Shiver or Atkinson. If this is done by midnight of Rally Day +3, the President will have time to put Washington in a state of defense and foil the coup.

McGRAFTON INDUSTRIES, INC.

McGrafton Industries has long been known as a major manufacturer of mutant detection and control devices. The assembly lines here turn out inhibitor cuffs, inhibitor collars, mutant neutralizers, and organic scanners. The company is also known to have a genetic research laboratory that investigates various aspects of mutant genetics.

What isn't known is that two top secret research projects are underway here: a drive to find the true nature of the X Factor, and an attempt to duplicate and modify sentinel programming. (The secrets of sentinel programming are closely guarded by Shaw Industries.)

Clues for the PCs here include the information that can be provided by Dr. Hernandez and Dr. Fuchido. In addition, two important events take place at the facility.

The Main Plant

There is free access to the main plant of McGrafton Industries, where the assembly workers turn out the standard products of the company. The plant grounds are fenced, and visitors are required to sign in at the gate. Other than that, there is no security. About 1,000 workers report here for work five days a week. The plant runs only one shift, from 8 a.m. to 4:30 p.m. At all other times, the plant building is locked and security is controlled from the Administration Building.

Administration Building

The Administration Building is the heart of McGrafton Industries and, secretly but not surprisingly, of the NASI Party.

Corporate Offices: The corporate offices of the company take up most of the ground floor of the Administration Building. There is nothing of interest to the PCs here.

Complex Security: The security forces for the entire complex occupy

three large rooms on the ground floor. The Security Control room contains television and audio monitors that constantly watch every word and move of Drs. Hernandez and Fuchido. Other TV monitors scan the halls and rooms of the two laboratory buildings. Guards in this room are in constant radio communication with all other guards on the plant premises.

A second room is a Ready Room for the equivalent of a police SWAT: AM. One such team is always on call in the Ready Room. The third room in the security area serves as a combination lunch room, rec room, and sleeping room for off-duty security guards and SWAT:AM team members.

Treat the standard security guards as camp guards, and SWAT:AM teams like police SWAT:AM teams. All members of the security force are ardent NASI whiteshirts. There are two guards on duty in the Security Control room at all times, while another 10 patrol the grounds on regular routes.

McGrafton's Office: A suite of offices on the second floor is reserved for Senator McGrafton. This second floor can be reached only by the locked elevator from the first floor, or by breaking and entering from the outside. Standard alarm systems react to breaking windows, forcing doors, etc.

A special squad of 10 whiteshirt guards (treat as camp guards) stands duty outside the suite at all times. When McGrafton is present, his Secret Service AM team remains outside the office suite, frequently fanning out to cover the approaches, entrances, and roof of the building.

The office suite is luxuriously furnished—but, we know, the PCs didn't get here to admire the decor. Communications equipment in the suite is capable of providing scrambled radio and telephone links worldwide, bypassing all normal circuits. In addition, there is a tight-beam

laser communicator with which McGrafton can contact Nimrod at any time.

Here again, though, the big goodie is the computer. McGrafton's personal memo files are stored in its memory banks. Access through McGrafton's terminal can net the PCs the entire details of the McGrafton plot, plus the fact that McGrafton himself is a mutant, the nature of his powers, and their power ranks! The computer has Monstrous rank security that must be overcome to access these files.

As an added bonus, the computer files contain the financial records of the NASI Party in detail, listing every one of the millions of contributors, the amount contributed, and the date. PCs who take the time go through this entire record will discover a remarkable fact: nearly one-fourth of the NASI's operating funds over the last several years have come from a single contributor identified only as "King."

The Sentinel Lab

During work hours, the lab is a busy place, with about 20 white-coated lab technicians scurrying around obeying Hernandez's orders. They do not fully understand what they are working on, and Hernandez doesn't trust his discoveries to computer files, which can be tapped or stolen. He just works hard and longs for a chance to boast to someone outside McGrafton Industries—almost anyone!

During evening and night hours, Hernandez is usually either working late in the lab or in his private quarters, which are still monitored by security.

The only items of value or interest here are several disassembled sentinels of various models.

The Genetics Lab

Dr. Fuchido works here, under circumstances identical to those given for Dr. Hernandez. Fuchido, however, is loyal to McGrafton out of long-conditioned habit and won't readily tell what he knows. If presented with certain evidence or news reports of the NASI extermination camps, however, Fuchido will spill the beans about McGrafton.

The lab contains equipment typical for biological research lab, including many live specimens: mice, fruit flies, and a family of interestingly mutated but unintelligent baboons. The sample of McGrafton's tissue is carefully labeled and preserved under lock and key in a small safe in one corner of the room.

The Sabotaged Sentinels

On the evening of Rally Day +1, Hernandez tests his reprogramming device on a triad of omega sentinels. The subject sentinels are told only they are to be fitted with a new weapon. Instead, a special device is attached to them which sends in a "virus" program. Under McGrafton's instructions, this new programming sends the three sentinels on a rampage of destruction through the downtown.

If the Judge desires, the PCs may hear of this rampage and try to stop it. The other sentinels in the area will take no action against their malfunctioning comrades. The rampaging robots will destroy several downtown buildings and kill several innocent people before they appear to break down completely.

Their new programming also includes special instructions on the testimony they will subsequently give at the McGrafton Committee hearings.

Reprogramming Nimrod

On the evening of Rally Day +3, McGrafton, Braddock and Nimrod

will meet in McGrafton's private office suite for a final review of the coup plans. At this meeting, McGrafton will give Nimrod a special present, an engraved, metallic KGP armband. Nimrod, unemotional as he is, will hardly be moved, but will allow McGrafton to place this contraption on his arm, realizing that such tokens are meaningful to humans.

In that armband is a series of specially programmed, molecular-sized nano-computers containing a "virus" program that places Nimrod completely under McGrafton's control. The full effects of the program aren't noticeable until about one hour after Nimrod puts on the armband. If the armband is removed in that time, the program will fail. If the program succeeds, Nimrod will not only obey

McGrafton, he will seek vengeance against all who oppose or discredit his new boss.

There are a number of ways the PCs might find out about this meeting: Hernandez will tell them about it in advance, they might tail McGrafton to it, or they might even be trying to break into the McGrafton industries complex while the meeting is taking place. If the PCs do make it to the meeting, their best strategy is to seize the armband. Government scientists who analyze it can quickly tell what its purpose must be. This will be sufficient evidence to politically discredit McGrafton and turn the sentinels against him. Notice that even if McGrafton seizes the government, his reign will be short lived if Nimrod decides McGrafton is a threat to the sentinels and their program.



THE MCGRAFTON COMMITTEE HEARINGS

The newspaper front pages included in the pull-out section provide the Judge and the PCs with a summary of testimony and events at the hearings themselves. This section covers three other important items: the general tone of the hearings and public reaction to them, PC appearances at the hearings as witnesses, and PC attempts to disrupt the hearings.

Tone and Reaction

There is no question that McGrafton is the dominant figure at the hearings. The hearings are really a forum to panic the country. All testimony before the hearings has been carefully prepared in advance. In the case of hostile witnesses, such as the Secretary of State, McGrafton has carefully planned his attack, which will develop bogus evidence of an imminent collapse of the country.

McGrafton himself is a cagey questioner who can use Emotion Control to maximum effect to manipulate his witnesses. But aside from using his mutant powers, McGrafton will employ every dirty debater's trick in the book to emphasize the points he wants to make. When friendly witnesses say exactly what McGrafton has told them say, he can feign shock, surprise, and indignation.

As a sample of McGrafton's questioning technique against a hostile witness, here is a transcript of McGrafton questioning the Secretary of State on Rally Day +3:

McGrafton: And so, it was the President's National Security Advisor, Thomas Morton, who advised the President against any military action in response to the Soviet march into Iran?

Secretary: That is correct. Both Morton and I so advised the President.

McGrafton: Were you aware, at that time, Mr. Secretary, that Thomas Morton's parents donated funds to the 1972 presidential campaign of a candidate endorsed by the Students for a Democratic Society?

Secretary (puzzled): No, I was not aware of that....

McGrafton: Well, sir, as a top official of the United States, you are surely aware that the Attorney General has since determined that the Students for a Democratic Society organization of that times was, in all likelihood, a Communist front organization?

Secretary: Well, no, I'm not up on that....

McGrafton: You mean that you allowed the President of the United States to be advised on foreign affairs by a man whose parents practically financed a communist political campaign, and you weren't even aware of that fact? Did it ever occur to you, Mr. Secretary, that this blind spot in your vision might be due to the operation of insidious mutant powers?

Secretary: Now wait a minute....

McGrafton: Is it not a fact, sir, a fact clearly established by the evidence we have just presented, that in all likelihood, the President has been advised on foreign affairs, advised on matters of military operations against the Soviet Union, by a man who is either mutant himself, or has the cooperation of powerful mutant-Communist friends?

McGrafton uses the sweeping generalization, the Big Lie, the smear, and guilt by association, all with the skill of an established master of his art.

Public reaction to these televised hearings is what might be expected: total panic. McGrafton enhances this effect by use of his mutant Emotion Control power at critical moments.

As the hearings progress, the PCs can witness growing demonstrations in the streets, marches by bands of concerned citizens demanding action to meet the new emergency being "demonstrated" by the hearings. These crowds should be whipped into a frenzy by street-corner whiteman orators. Create events from these circumstances as

needed. (They may not be needed; the PCs may already have their hands full!)

PC Witnesses

If any PCs are captured, the Judge may, at his option, haul them before the McGrafton Committee as hostile witnesses. They will certainly be called to testify if they have actively interfered with any of McGrafton's plans. McGrafton will use the forum of hearings in an attempt to defuse any evidence he knows the PCs have produced against him, making it all appear like some insidious mutant-Communist plot to defame him.

The Judge can have a lot of fun with this. An omega sentinel will always be in the hearing room, scanning for lies, so the Judge need only phrase McGrafton's questions carefully. For example:

You claim to have found evidence that the NASI party is exterminating mutants? (Yes).

Isn't it true that you were opposed to the NASI party before discovering this so-called evidence? (Yes)

And isn't it true that you have engaged in a variety of crimes, including non-registration as a mutant and underground resistance activities against the sentinels? (Yes)

And, given all this, do you really expect the general public to believe that the so-called evidence you have produced is genuine?

PC Disruption of Hearings

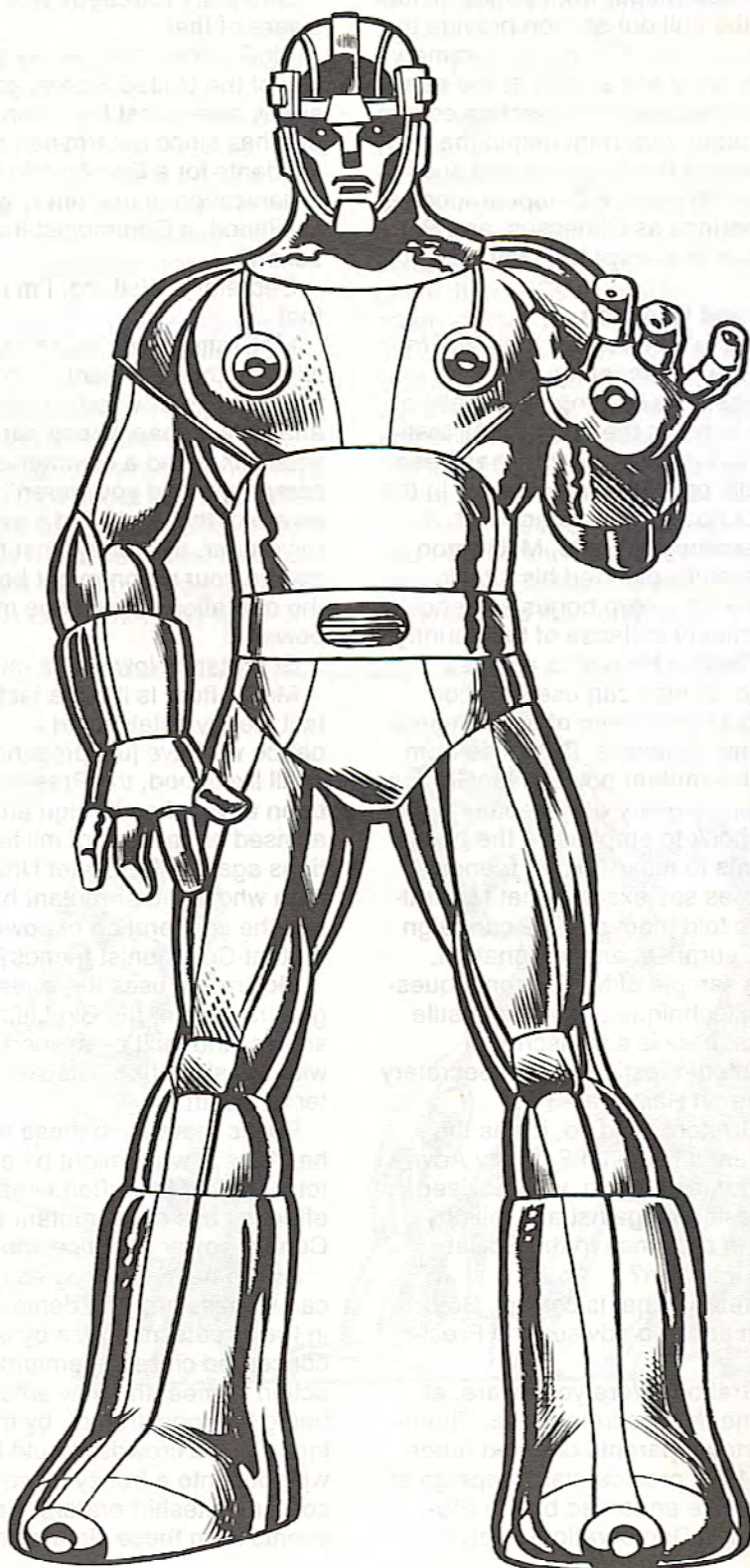
Incredibly bold PCs may try to disrupt the hearings. Here's what they're up against.

Outside the building, a crowd of whiteman (about 200) mills about, listening to the proceedings on loudspeakers. Inside the hearing room itself, security is very tight. Each of the five Senators has a Secret Service team in in the building, including McGrafton's Secret Service AM team. In addition, one police SWAT-AM team is in the building. Finally,

an omega sentinel is always present directly with the Committee, scanning witnesses for signs of lying and continuously scanning for mutants.

In fact, the only purpose of disrupting the hearings would be to prove McGrafton a mutant. There are several strategies which could accomplish this. For example, the PCs might be able to confiscate all the mutant neutralizers in range, then attack McGrafton, forcing him to use his own Nullification power. This would provide some evidence against him, although the Senator could always later claim that the mutant attackers were "faking" the nullification of their own powers.

Another strategy might be to attack McGrafton, obtain a live tissue sample, and hurl it at a sentinel outside the range of McGrafton's masking device. The still-living tissue would register a mutant genetic signature. This would immediately be flashed to Nimrod, who would in turn demand a full scan of McGrafton, minus any possible masking devices, including jewelry.



MARVEL SUPER HEROES™

Official Advanced Game Accessory

The X-Potential by Mark Acres

"One Hundred Thousand to Attend Mutant Execution," one headline screams. "Senator Hints at Link Between Mutant, Commie Plots!" shouts another. In the streets, white-shirted men wearing the distinctive armband of the Knights of Genetic Purity march in lockstep, treading underfoot any suspected of being soft on mutants. In the public schools, kindergarten children raise their little arms in the clenched fist salute of the National American Social Improvement Party and chant the party slogan, "One People, One Blood, One Nation!"

Is this but a super hero's nightmare? No. This is America, home town U.S.A., 25 to 50 years in the future. In this America, constitutional government is all but gone. Real power is held by the sentinels, a group of powerful robots programmed to seek out and capture or destroy all human mutants and all beings with any hint of super powers. Sharing power with the sentinels are a handful of political demagogues who keep the population whipped into a constant frenzy about the mutant menace. Any super heroes who survive in this hostile environment do so by constantly facing the full military, political, and technological might of a new totalitarian state in the making.

The X-Potential is the second in a series of MARVEL SUPER HEROES™ game adventures set in this nightmare world of the future. It can be played as a complete adventure in its own right, or as part of the ongoing MX series.



TSR, Inc.
POB 756
Lake Geneva WI
53147



0 46363 06875 2

All Marvel characters and the distinctive likenesses thereof are trademarks of the Marvel Entertainment Group Inc. MARVEL SUPER HEROES and MARVEL SUPER VILLAINS are trademarks of the Marvel Entertainment Group Inc. ©Copyright 1987 Marvel Comics Entertainment Group Inc. All Rights Reserved. Printed in the U.S.A.

The names of characters used herein are fictitious and do not refer to any persons living or dead. Any descriptions including similarities to persons living or dead are merely coincidental. PRODUCTS OF YOUR IMAGINATION and the TSR logo are trademarks owned by TSR, Inc. Game design ©1987 TSR, Inc. All Rights Reserved.

0-88038-403-4

\$8.00